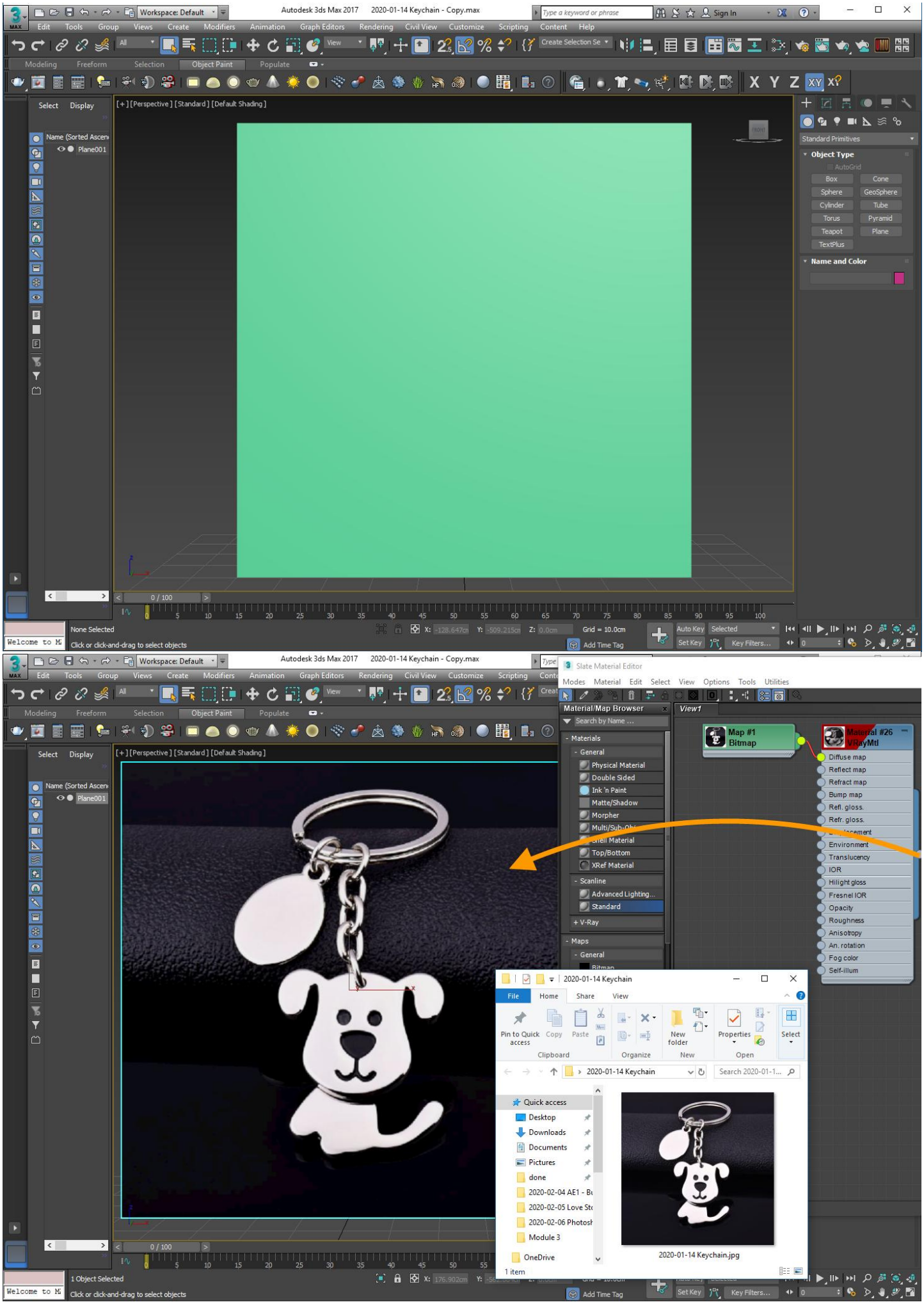
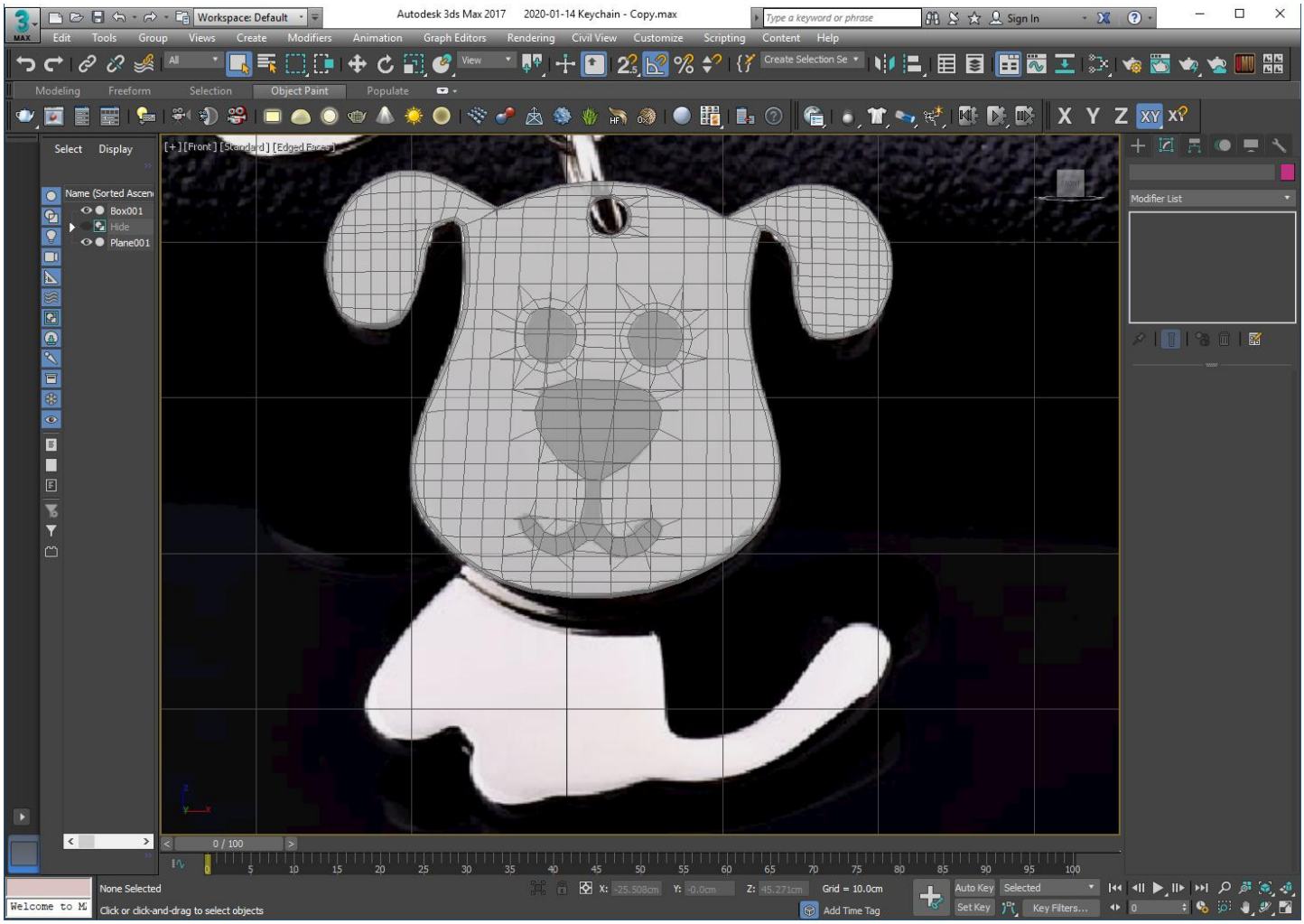
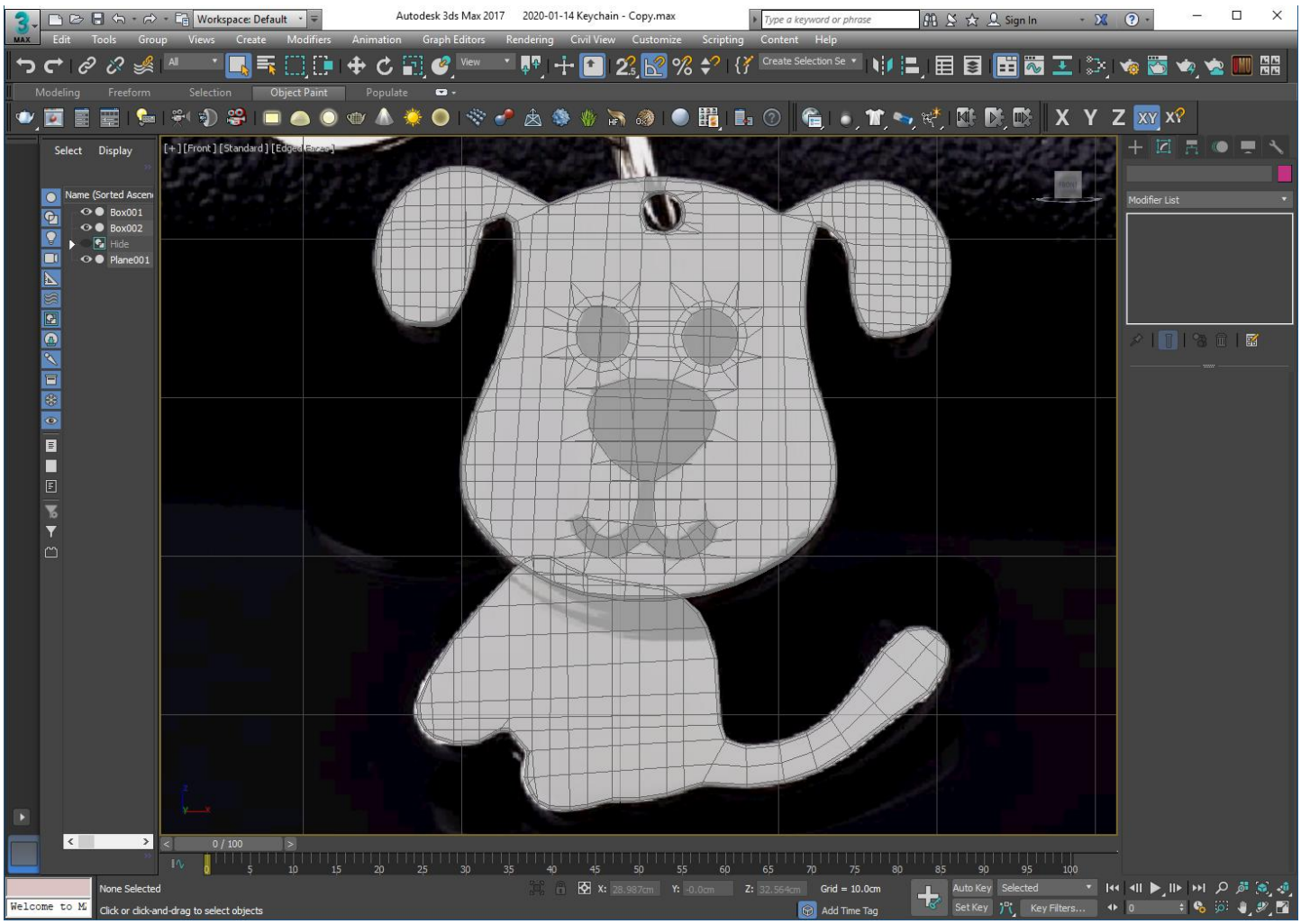
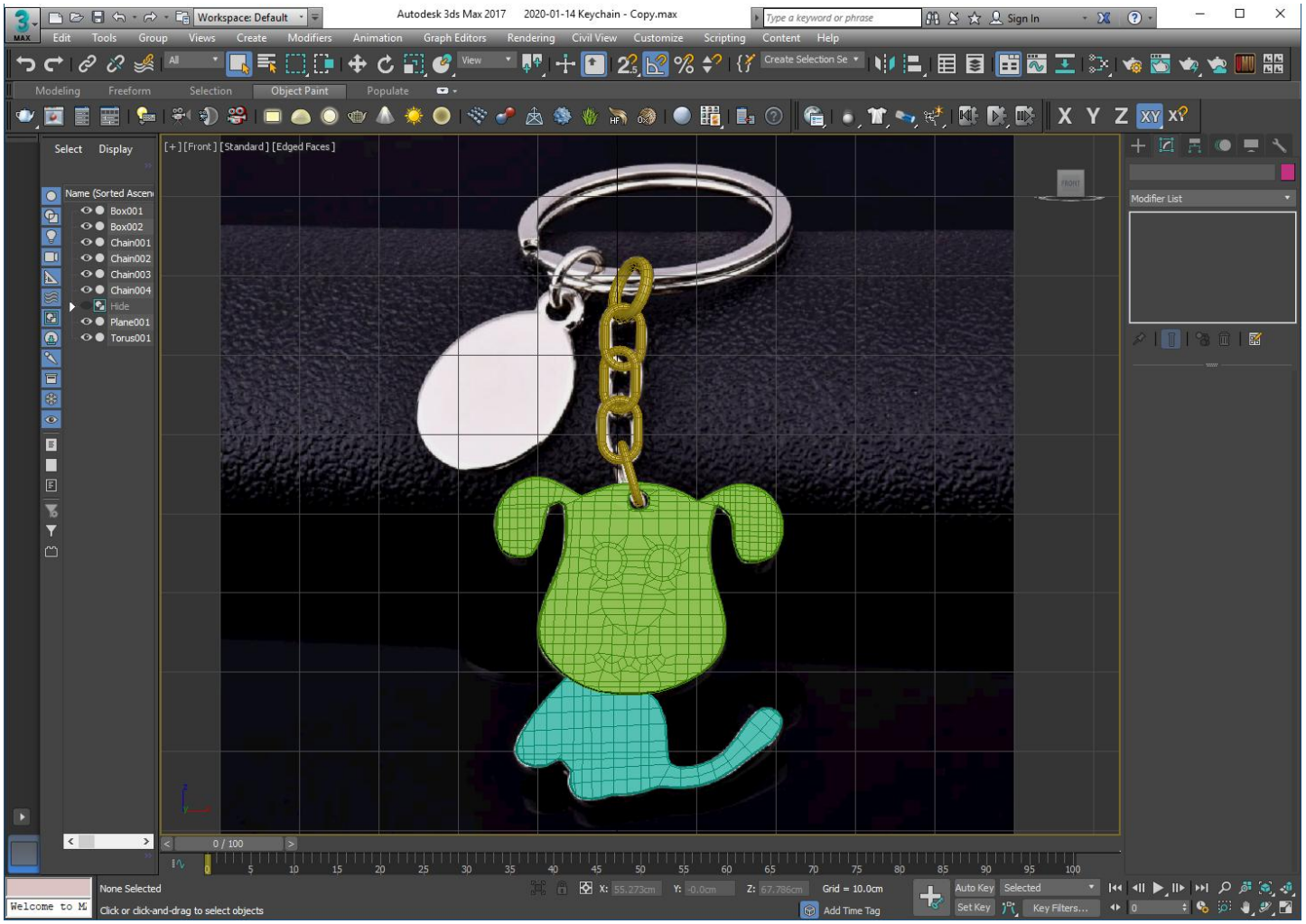
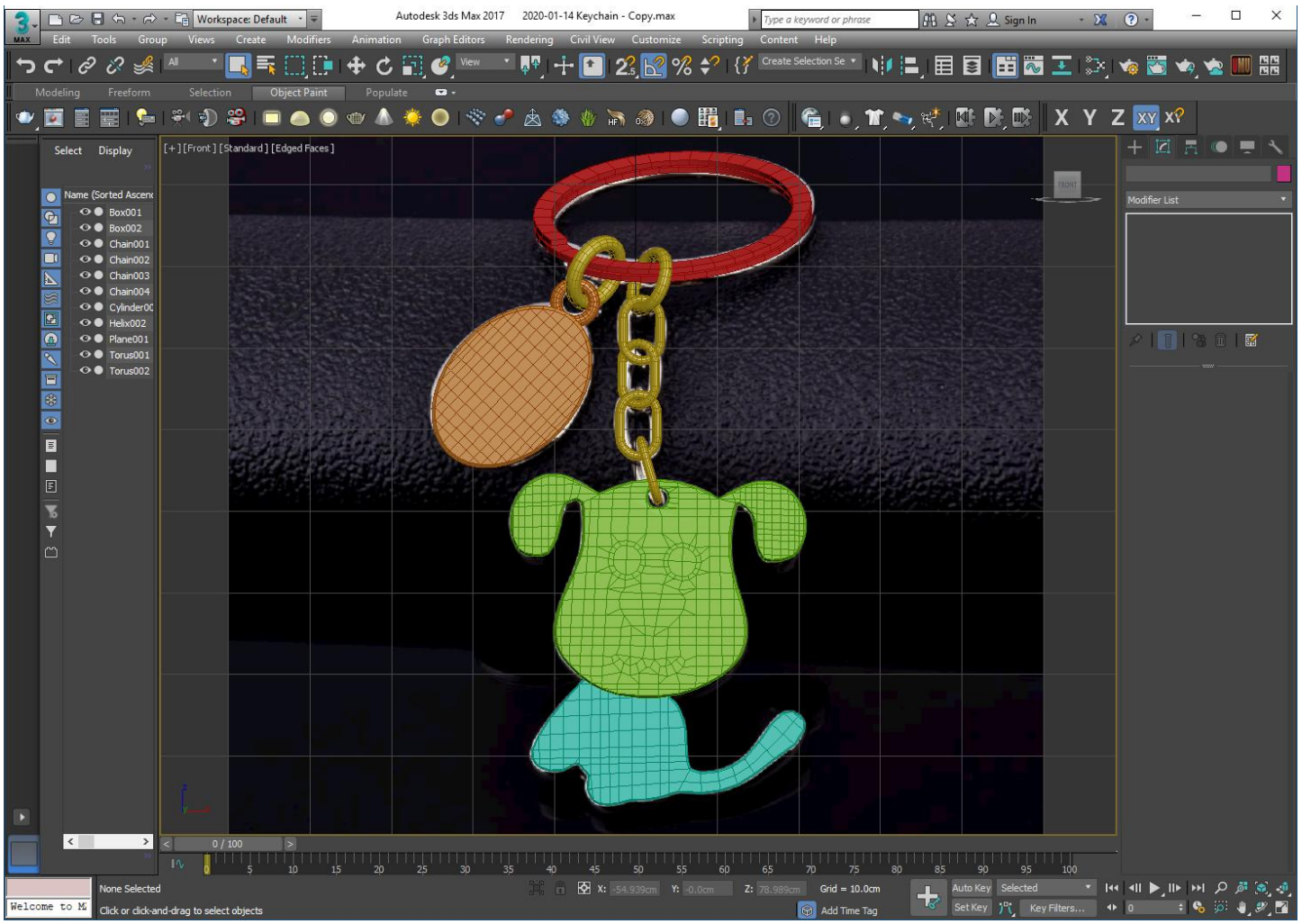
3ds Max

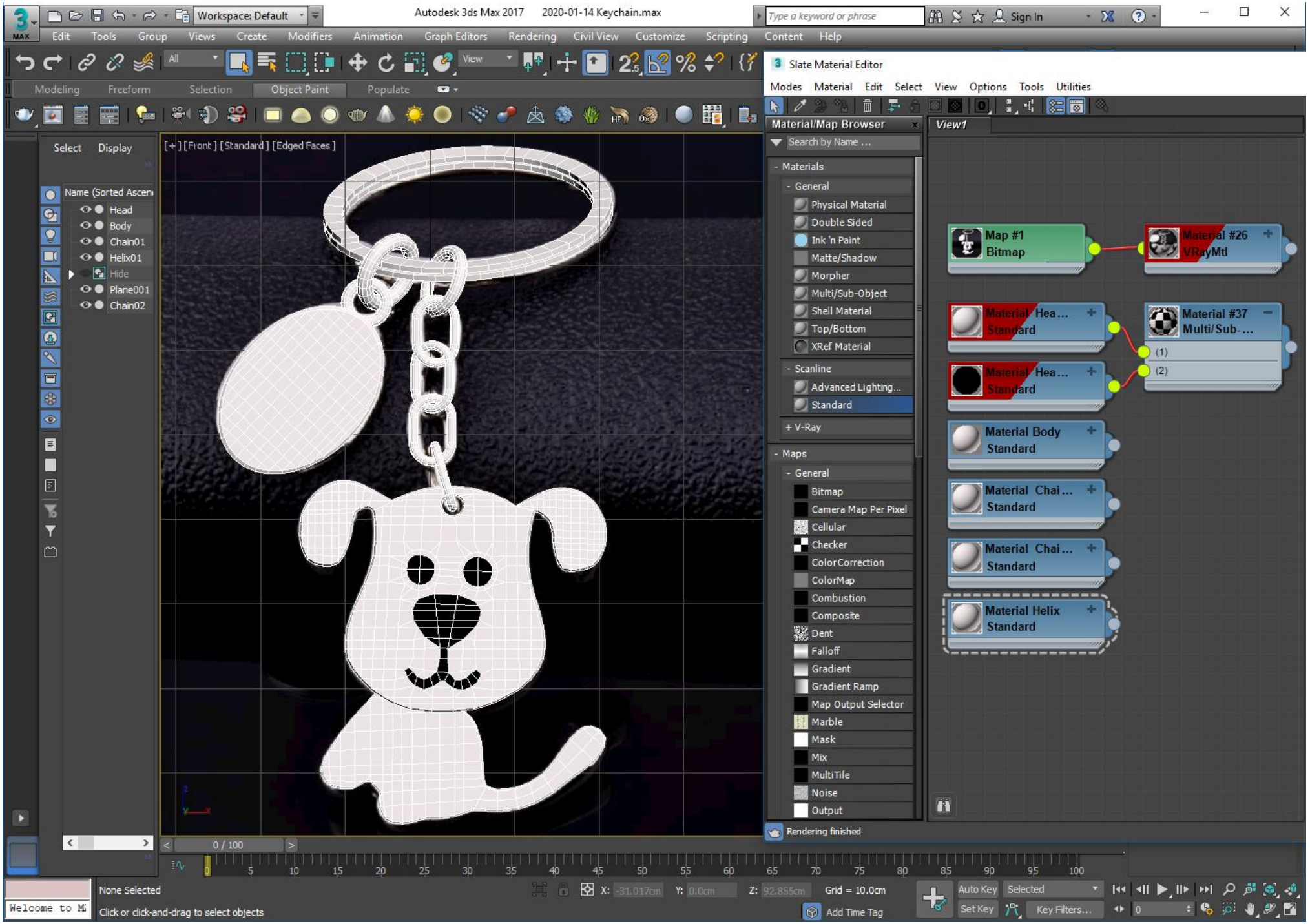

Autodesk 3ds Max 2017
2020-01-14 Keychain - Copy.max
Material/Map Browser
Slate Material Editor
Map #1 Bitmap
Material #26 VRayMtl
2020-01-14 Keychain
2020-01-14 Keychain.jpg


Autodesk 3ds Max 2017
2020-01-14 Keychain - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
Name (Sorted Ascen
Box001
Hide
Plane001
[+][Front][Standard][Edged Faces]
Modifier List
0 / 100
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Set Key
Key Filters...

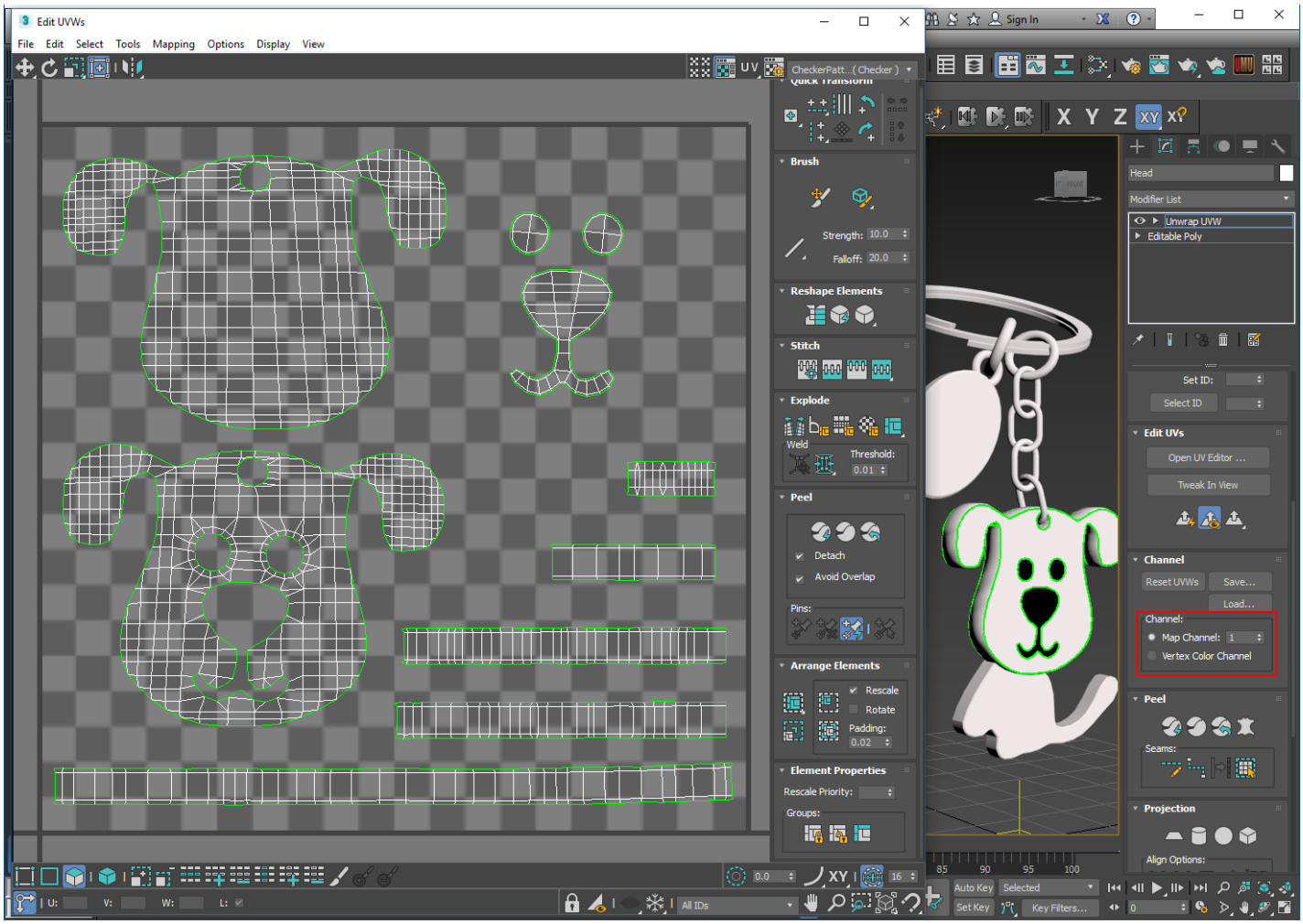

Autodesk 3ds Max 2017
2020-01-14 Keychain - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
Name (Sorted Ascen
Box001
Box002
Hide
Plane001
[+][Front][Standard][Edged Faces]
Modifier List
0 / 100
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Set Key
Key Filters...


Autodesk 3ds Max 2017
2020-01-14 Keychain - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+][Front][Standard][Edged Faces]
Box001
Box002
Chain001
Chain002
Chain003
Chain004
Hide
Plane001
Torus001
Modifier List
0 / 100
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Set Key
Key Filters...

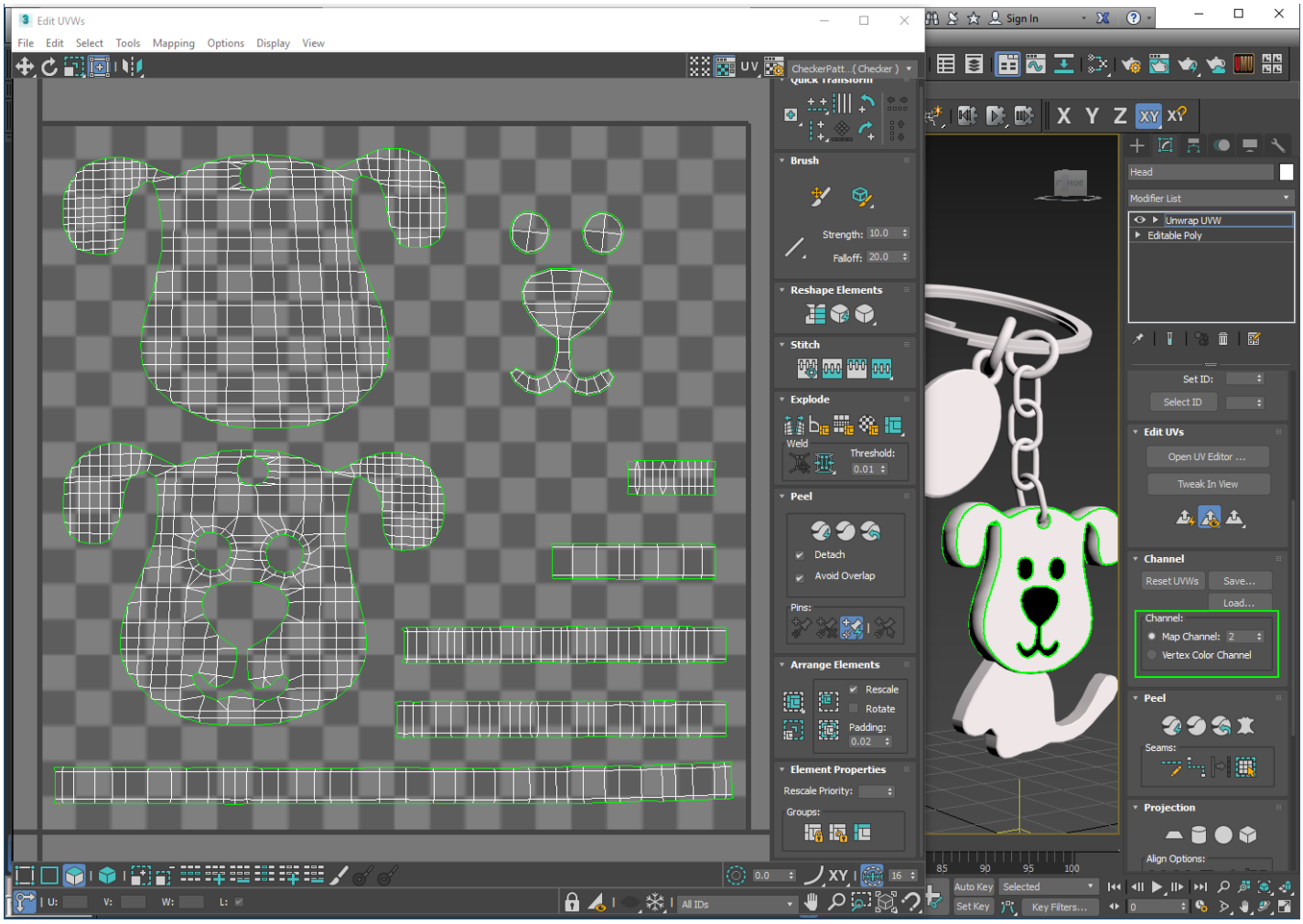

Autodesk 3ds Max 2017
2020-01-14 Keychain - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+][Front][Standard][Edged Faces]
Box001
Box002
Chain001
Chain002
Chain003
Chain004
Cylinder00
Helix002
Plane001
Torus001
Torus002
Modifier List
0 / 100
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Set Key
Key Filters...


Autodesk 3ds Max 2017
2020-01-14 Keychain.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+] [Front] [Standard] [Edged Faces]
Name (Sorted Ascen
Head
Body
Chain01
Helix01
Hide
Plane001
Chain02
Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
Advanced Lighting...
Standard
+ V-Ray
Maps
General
Bitmap
Camera Map Per Pixel
Cellular
Checker
Color Correction
ColorMap
Combustion
Composite
Dent
Falloff
Gradient
Gradient Ramp
Map Output Selector
Marble
Mask
Mix
MultiTile
Noise
Output
View1
Map #1
Bitmap
Material #26
VRayMtl
Material Hea...
Standard
Material #37
Multi/Sub-...
(1)
(2)
Material Hea...
Standard
Material Body
Standard
Material Chai...
Standard
Material Chai...
Standard
Material Helix
Standard
Rendering finished
0 / 100
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...

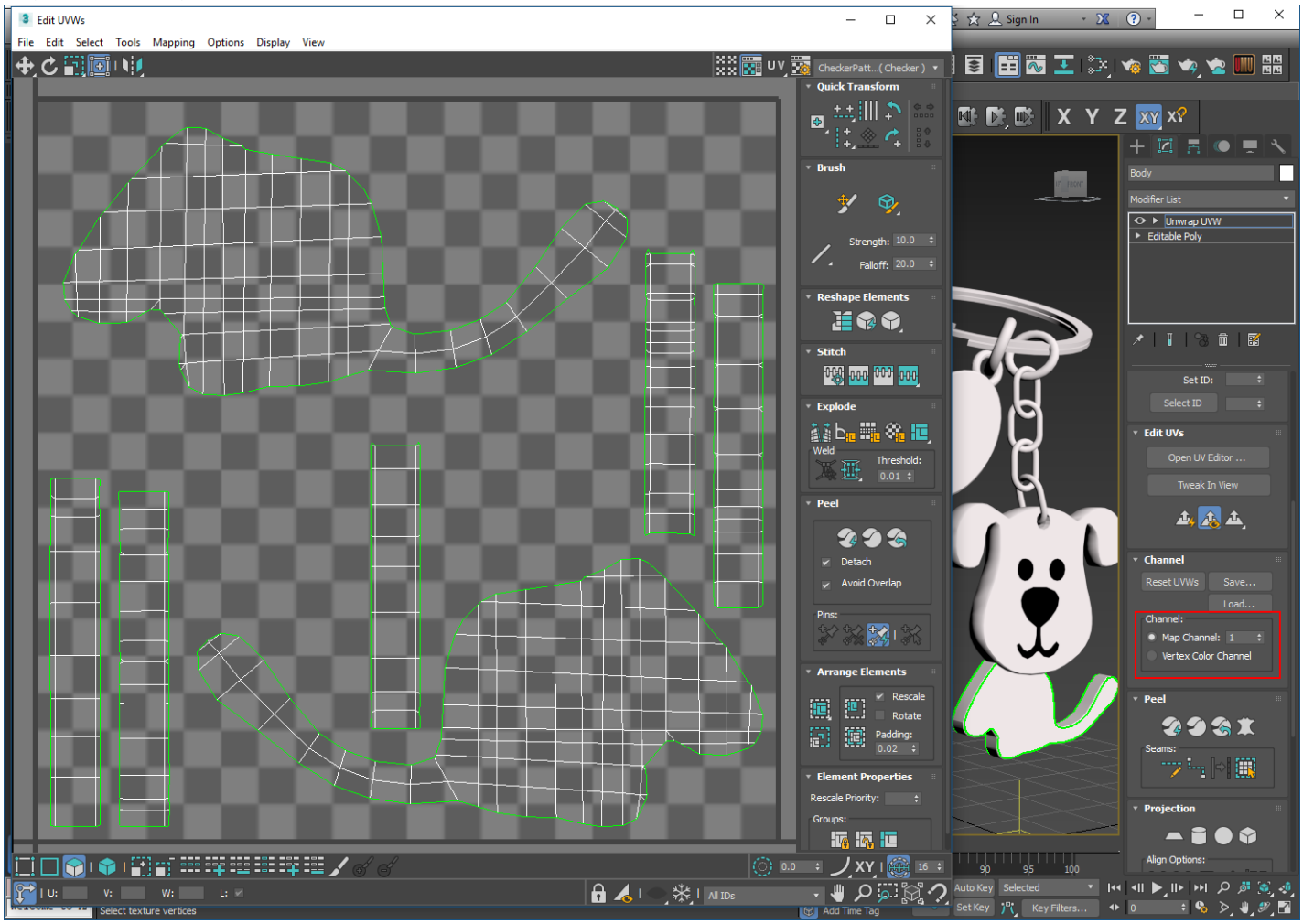
Keychain - Head UV 1



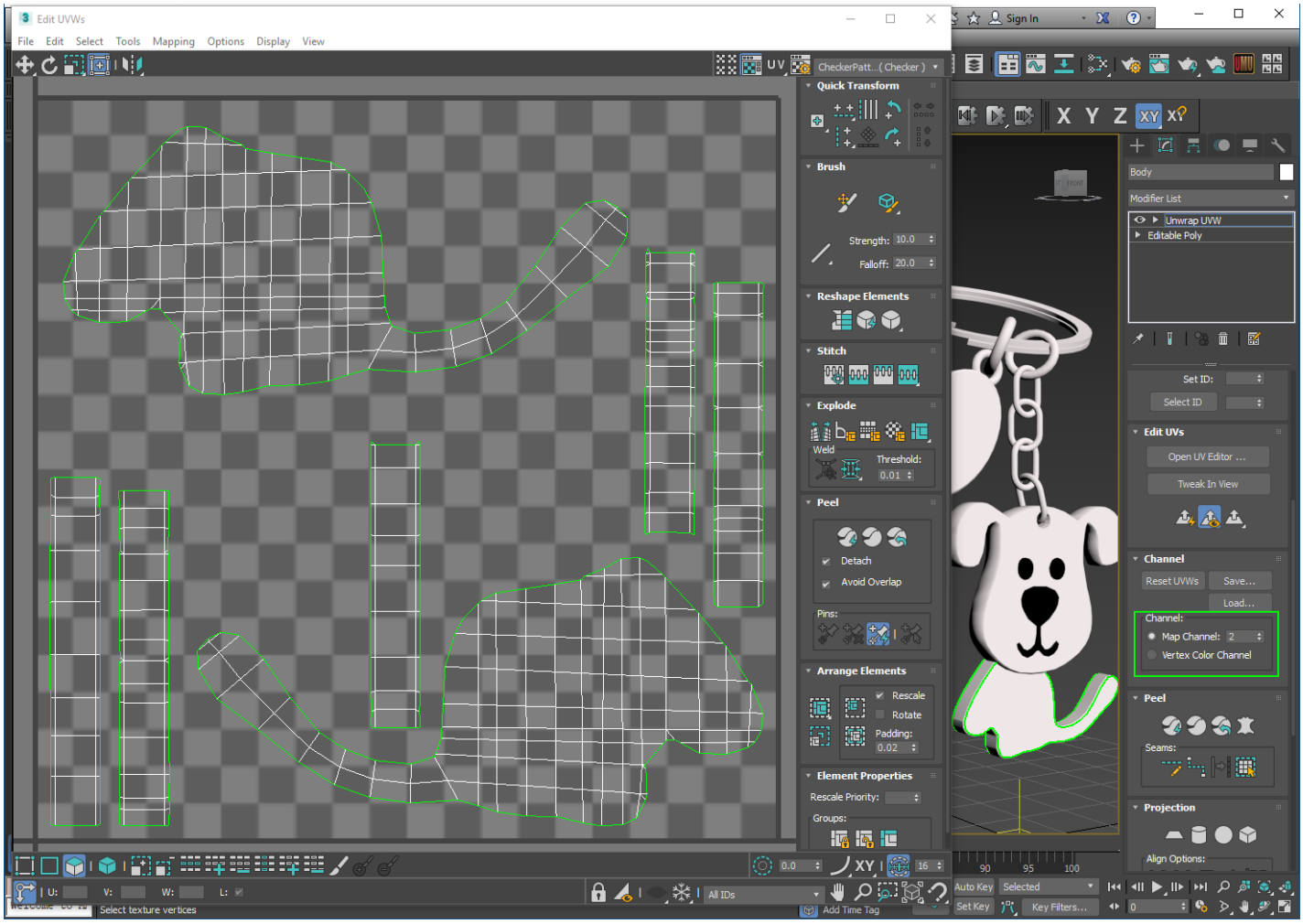
Keychain – Head UV 2



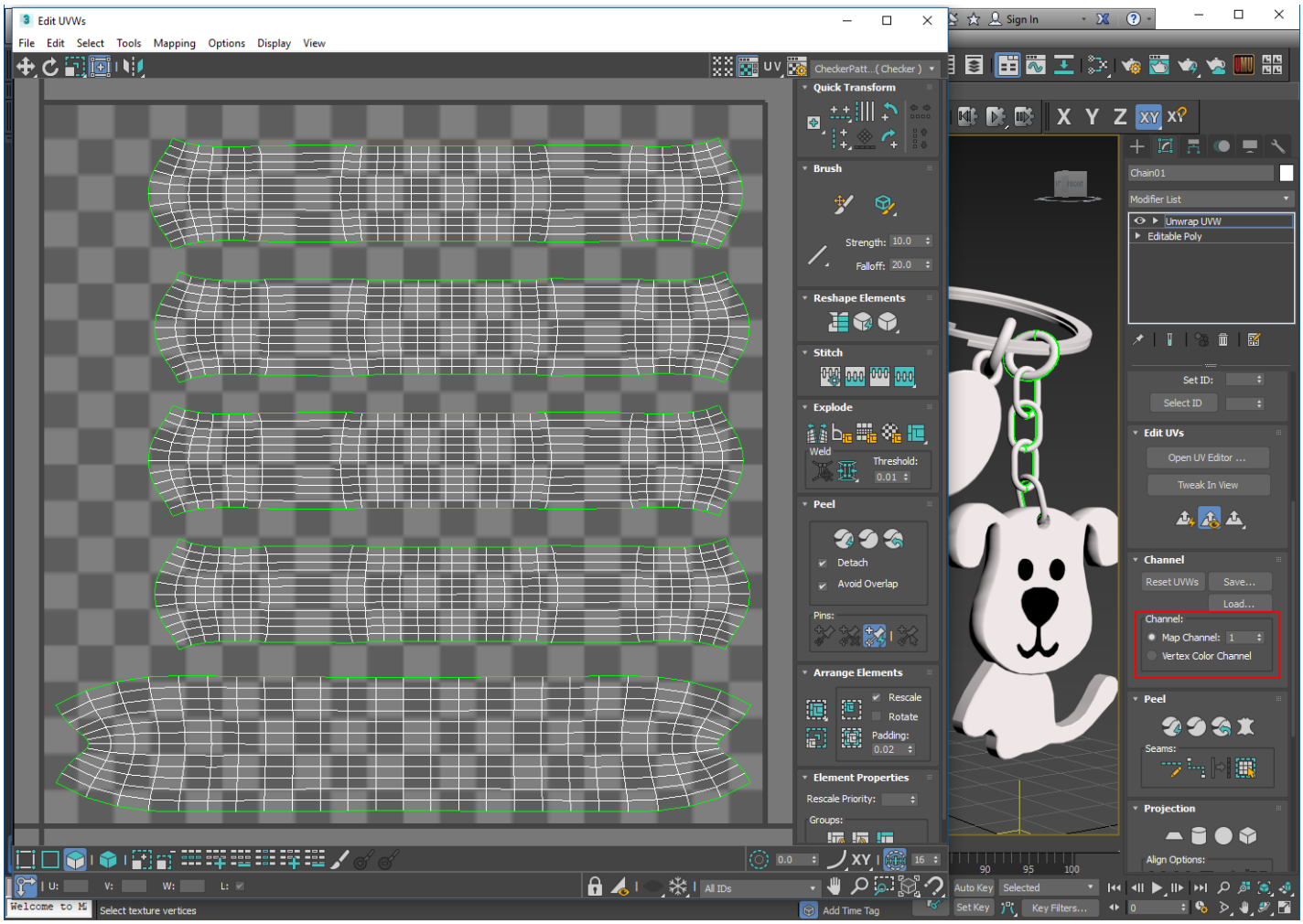
Keychain - Body UV 1



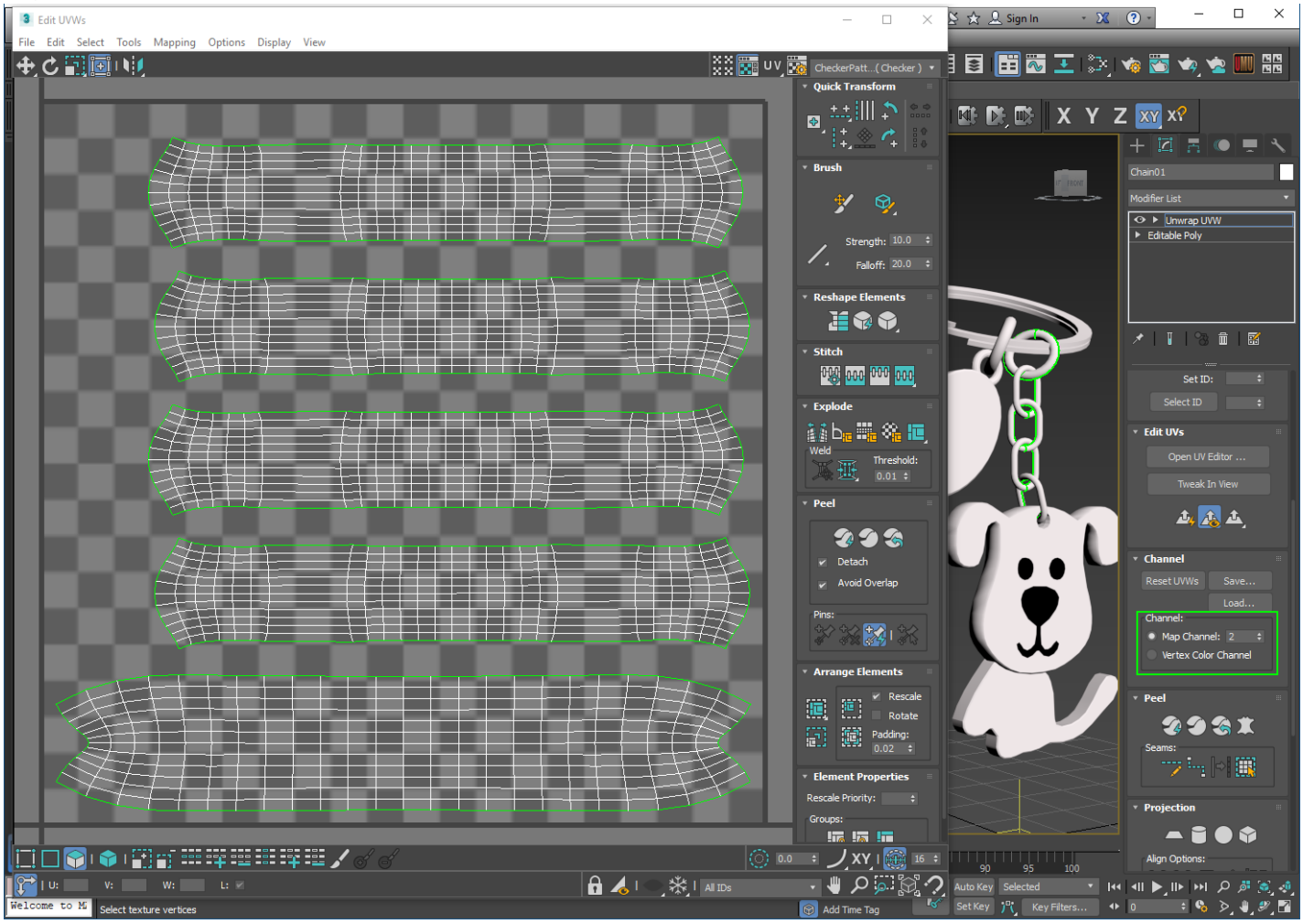
Keychain - Body UV 2



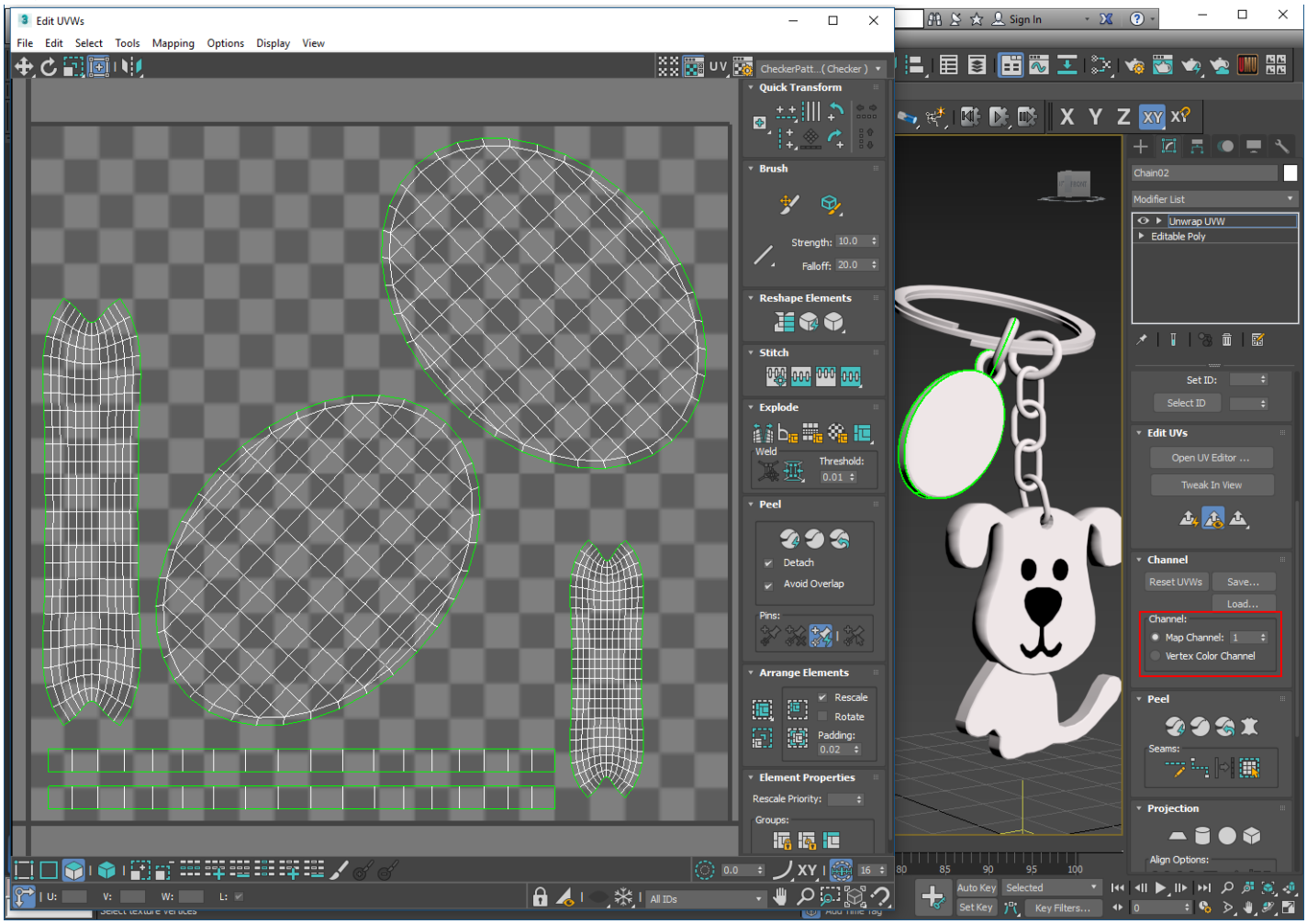
Keychain - Chain 1 UV 1



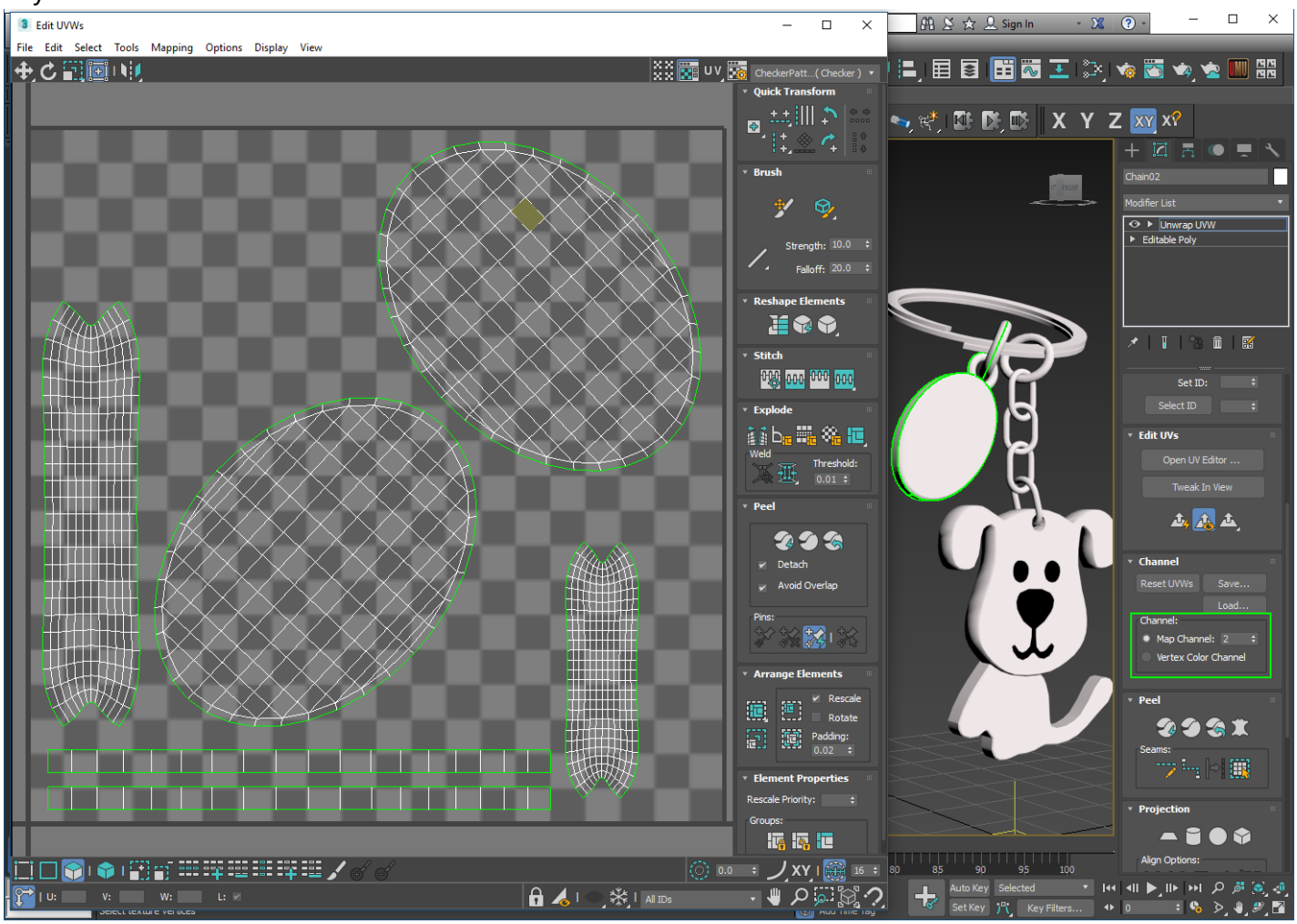
Keychain - Chain 1 UV 2



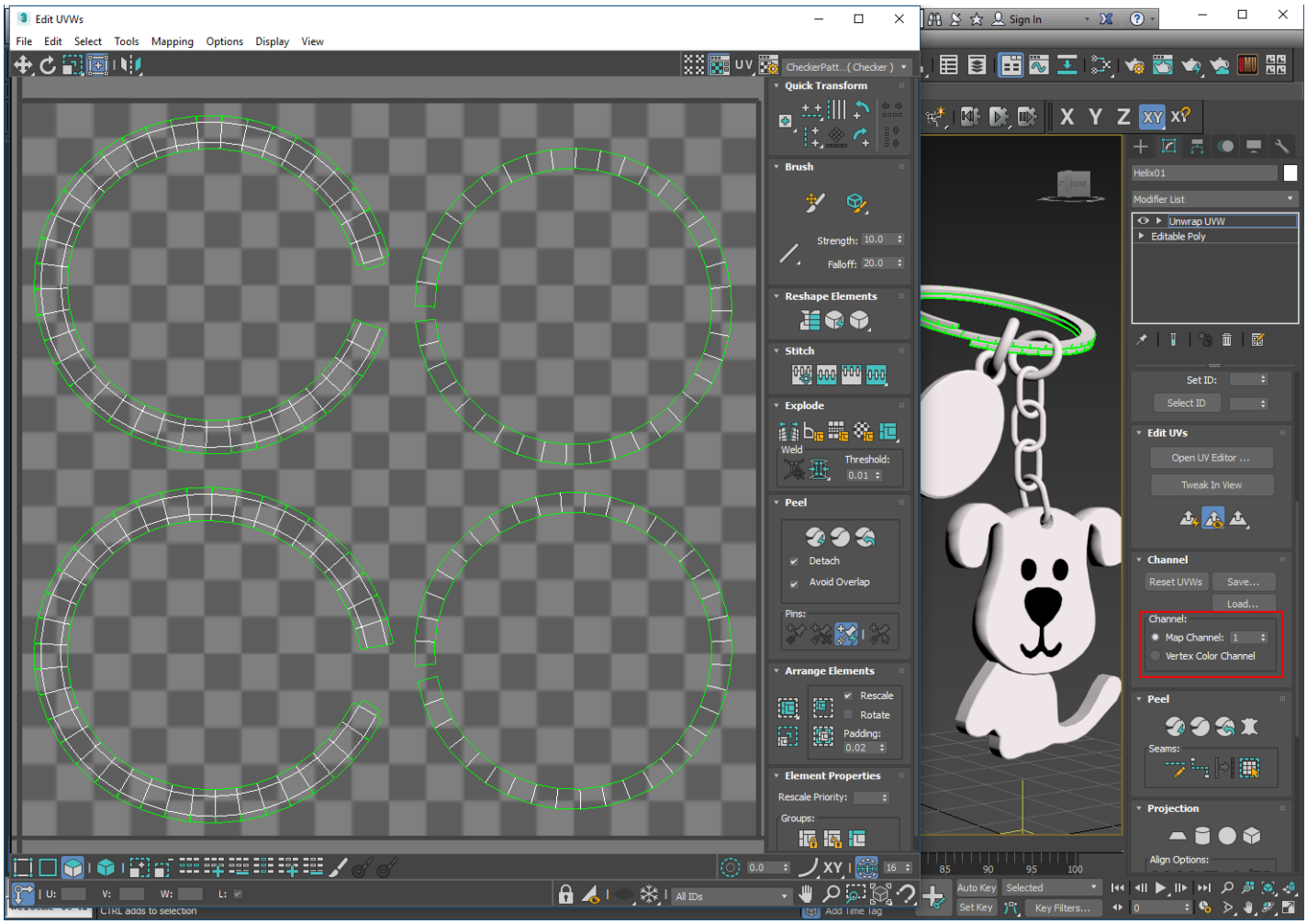
Keychain - Chain 2 UV 1



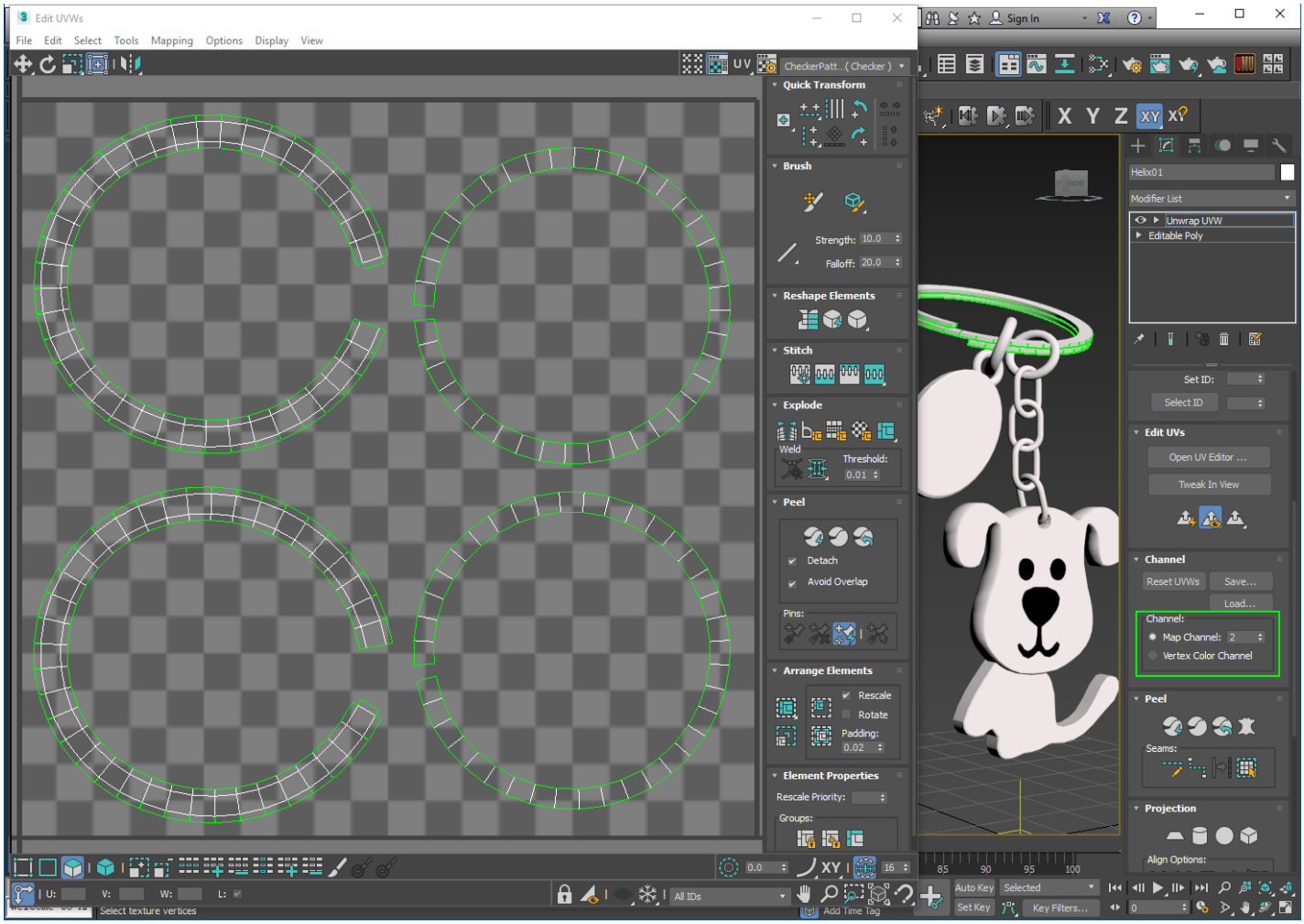
Keychain - Chain 2 UV 2

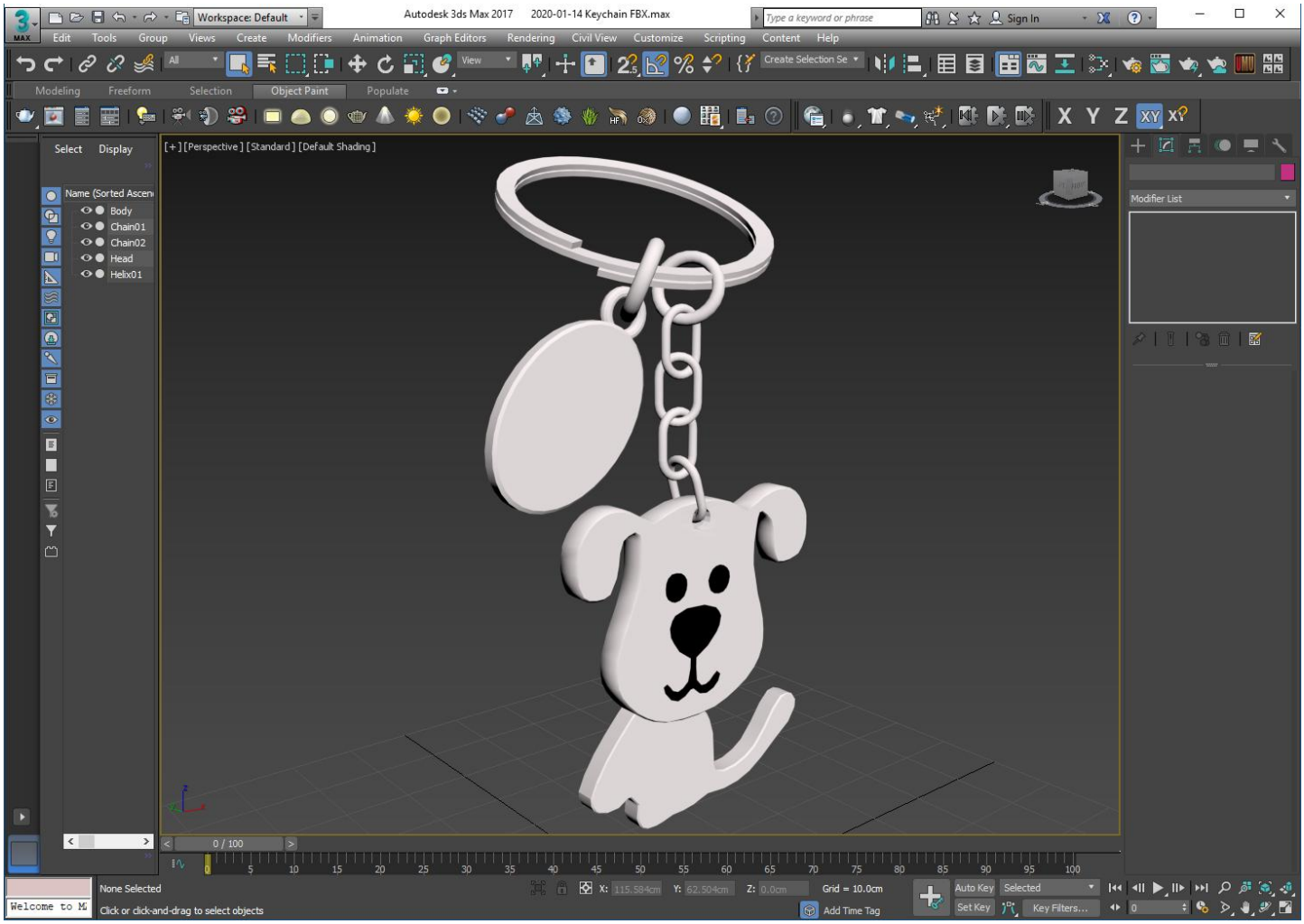


Keychain - Helix UV 1

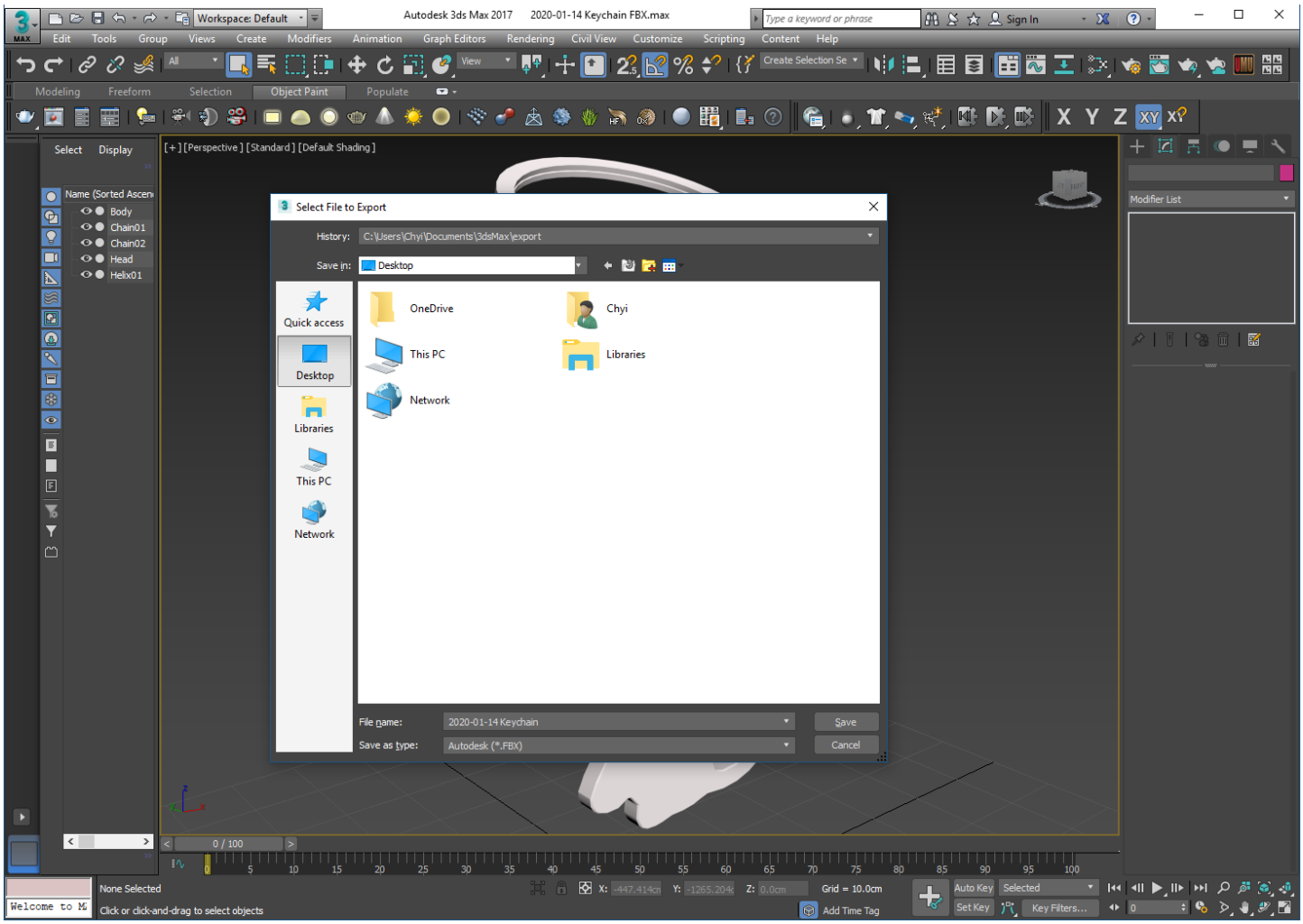


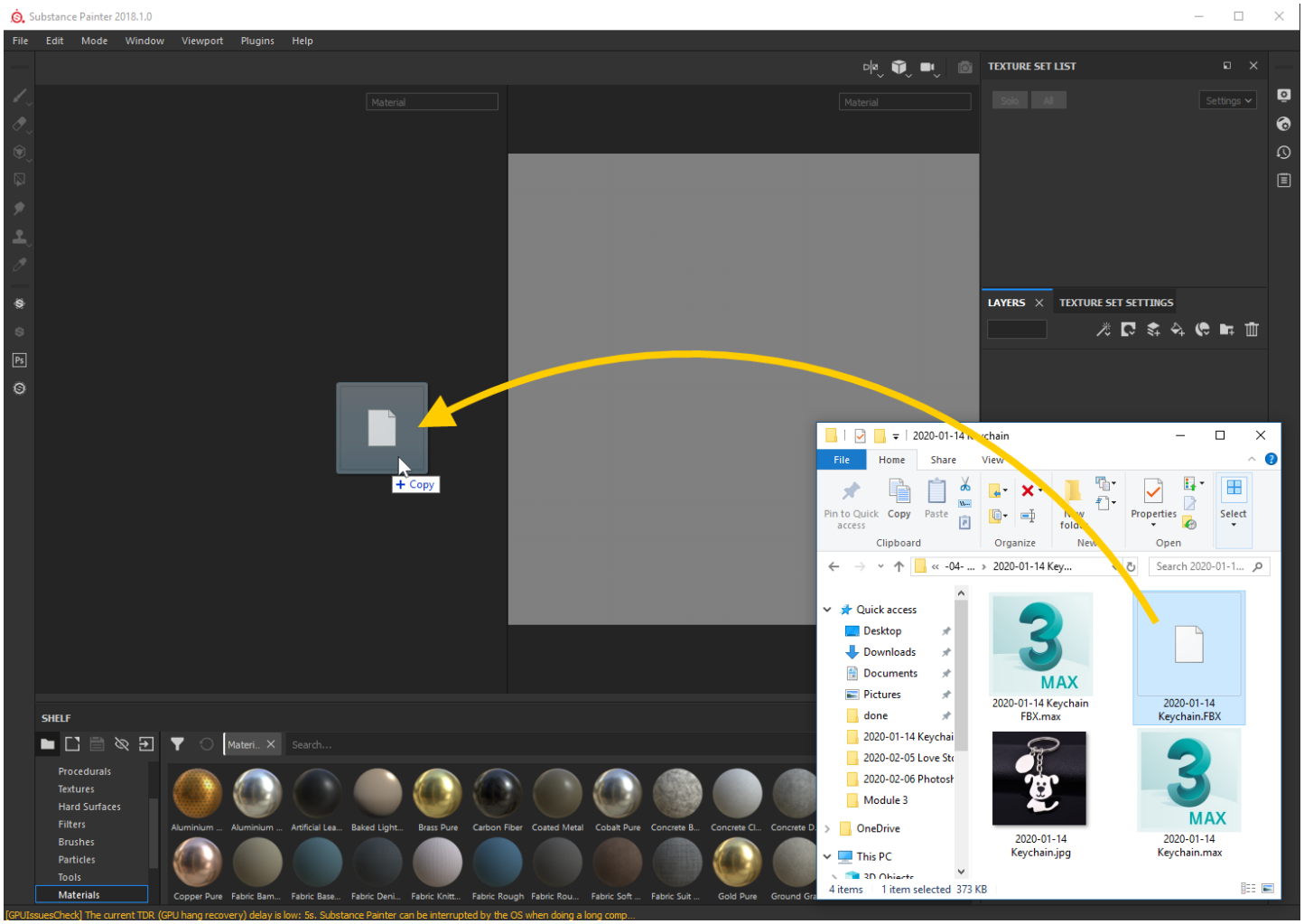
Keychain - Helix UV 2

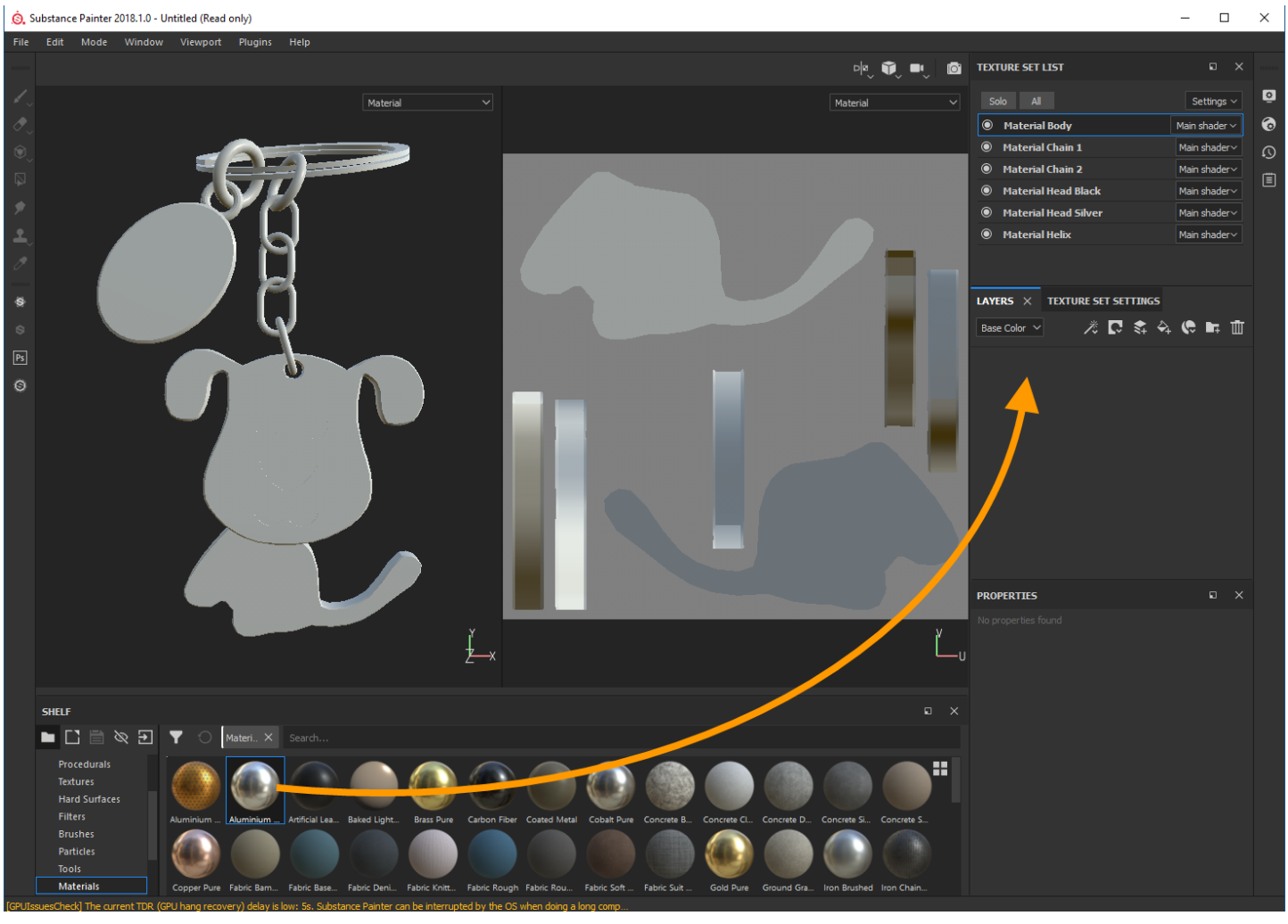



Autodesk 3ds Max 2017
2020-01-14 Keychain FBX.max
[+] [Perspective] [Standard] [Default Shading]
Name (Sorted Ascen
Body
Chain01
Chain02
Head
Helix01
Modifier List
None Selected
Click or click-and-drag to select objects

Export FBX


Autodesk 3ds Max 2017
2020-01-14 Keychain FBX.max
[+] [Perspective] [Standard] [Default Shading]
Select File to Export
History: C:\Users\Chyi\Documents\3dsMax\export
Save in: Desktop
Quick access
Desktop
Libraries
This PC
Network
OneDrive
Chyi
This PC
Libraries
Network
File name: 2020-01-14 Keychain
Save as type: Autodesk (*.FBX)
Save
Cancel
None Selected
Click or click-and-drag to select objects

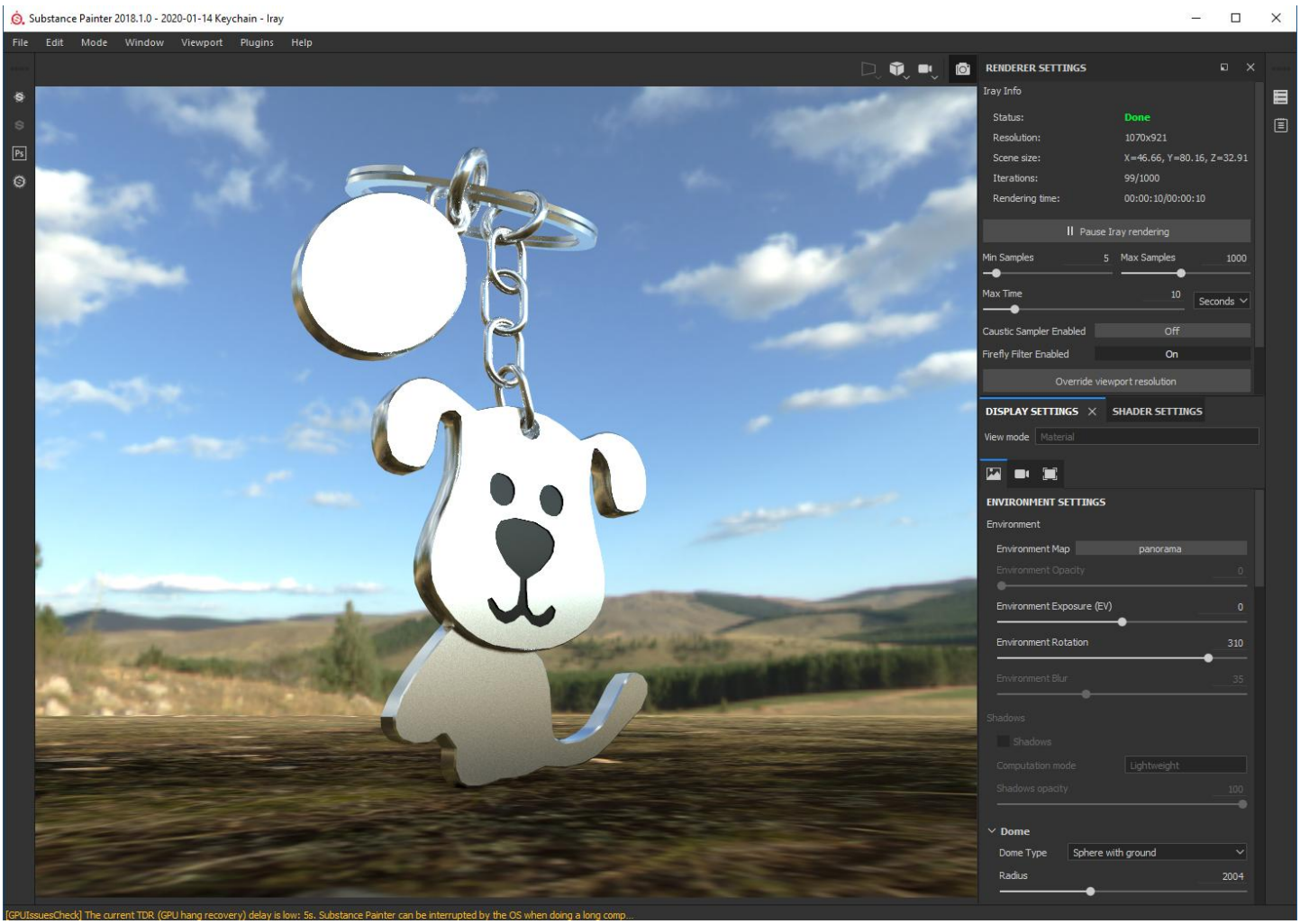

Substance Painter 2018.1.0
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
LAYERS
TEXTURE SET SETTINGS
+ Copy
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials
Home Share View
Clipboard
Organize
Open
Quick access
Desktop
Downloads
Documents
Pictures
done
Module 3
OneDrive
This PC
2020-01-14 Keychain FBX.max
2020-01-14 Keychain.FBX
2020-01-14 Keychain.jpg
2020-01-14 Keychain.max
4 items
1 item selected 373 KB

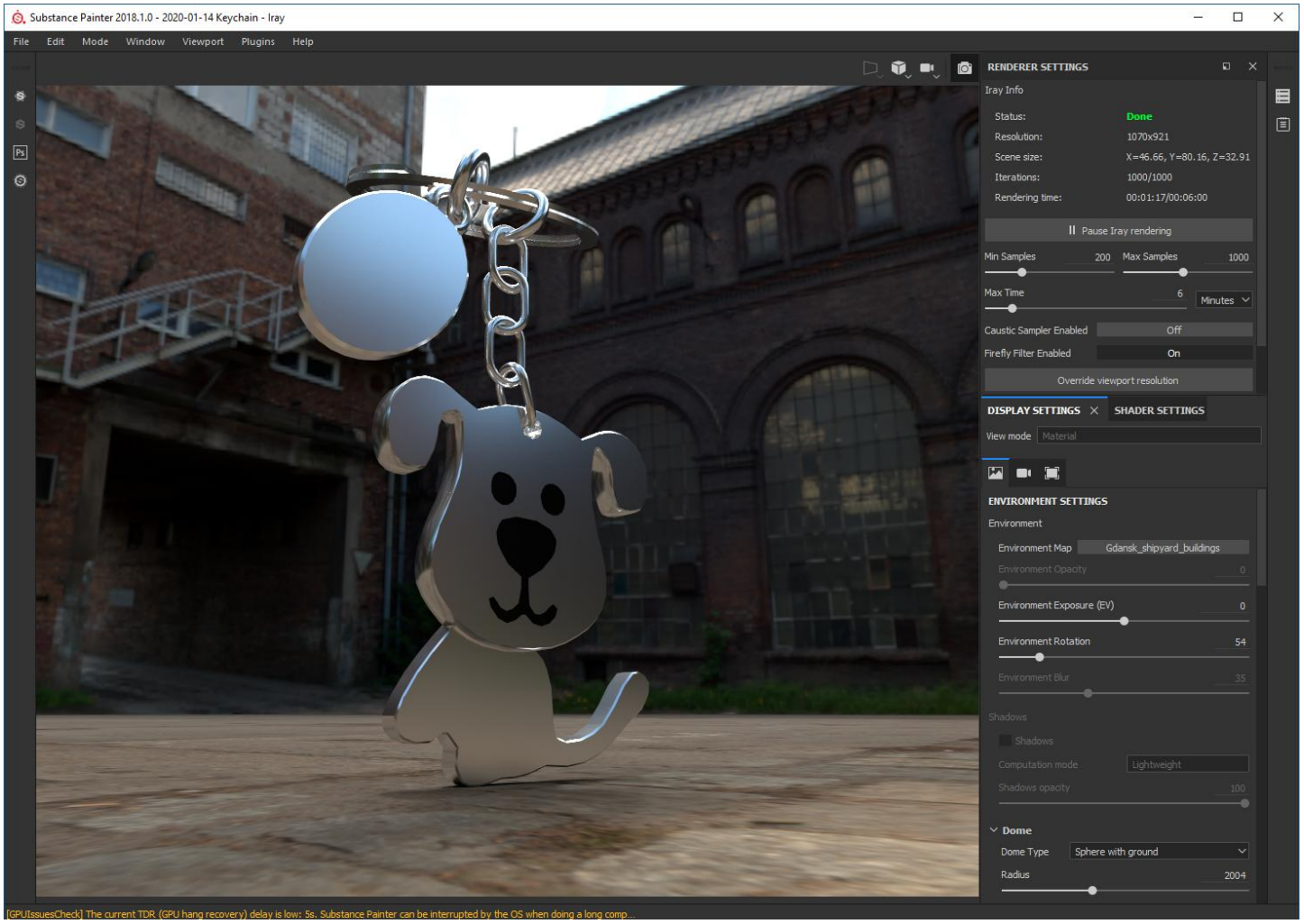

Substance Painter 2018.1.0 - Untitled (Read only)
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
Material Body
Material Chain 1
Material Chain 2
Material Head Black
Material Head Silver
Material Helix
LAYERS
TEXTURE SET SETTINGS
PROPERTIES
No properties found
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials

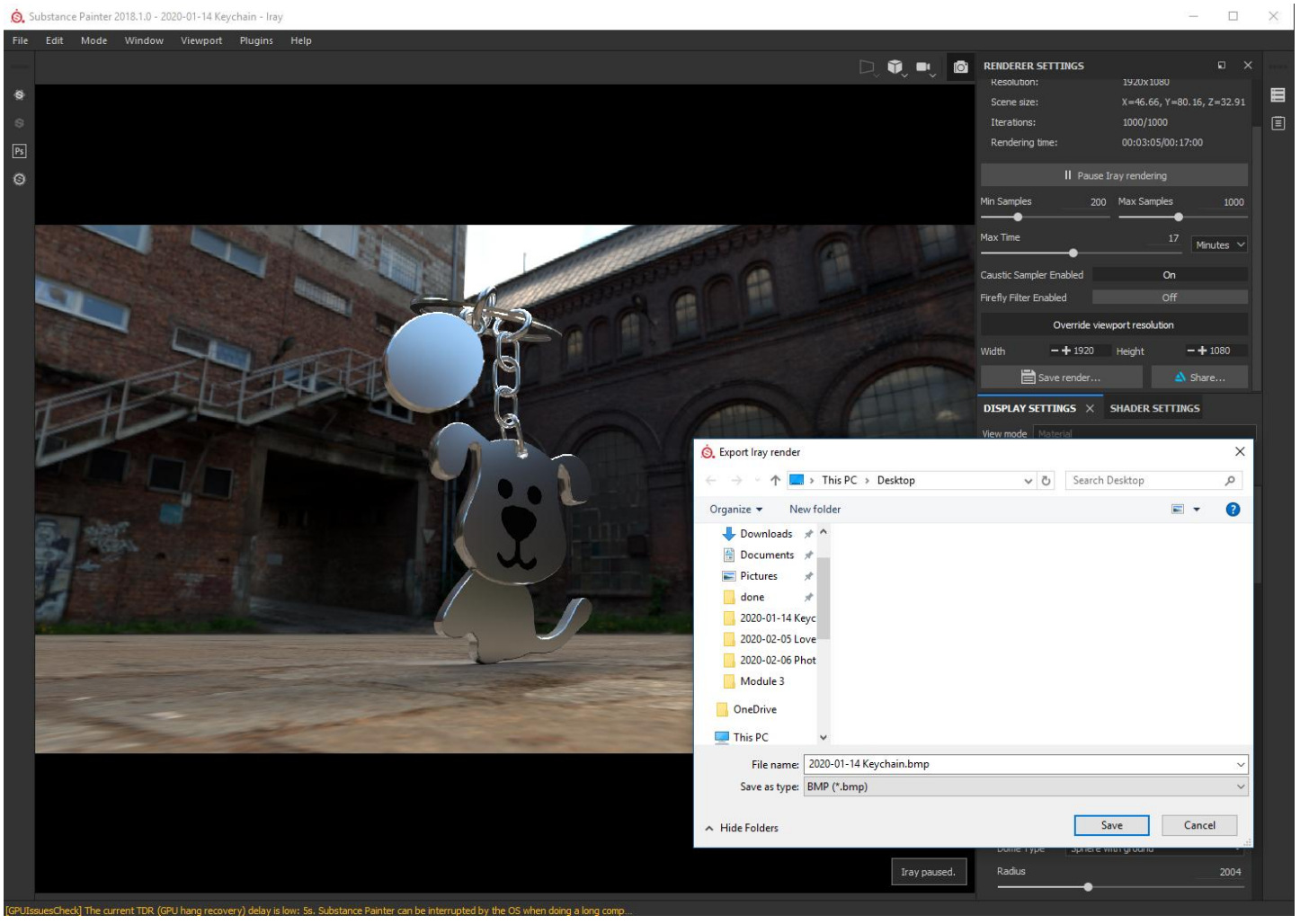
Substance Painter 2018.1.0 - Untitled (Read only)
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
Material Body
Material Chain 1
Material Chain 2
Material Head Black
Material Head Silver
Material Helix
LAYERS
TEXTURE SET SETTINGS
Aluminium Pure
PROPERTIES - FILL
FILL
Projection
Filtering
Tiling
UV Scale
UV Offset
UV Rotation
MATERIAL
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials

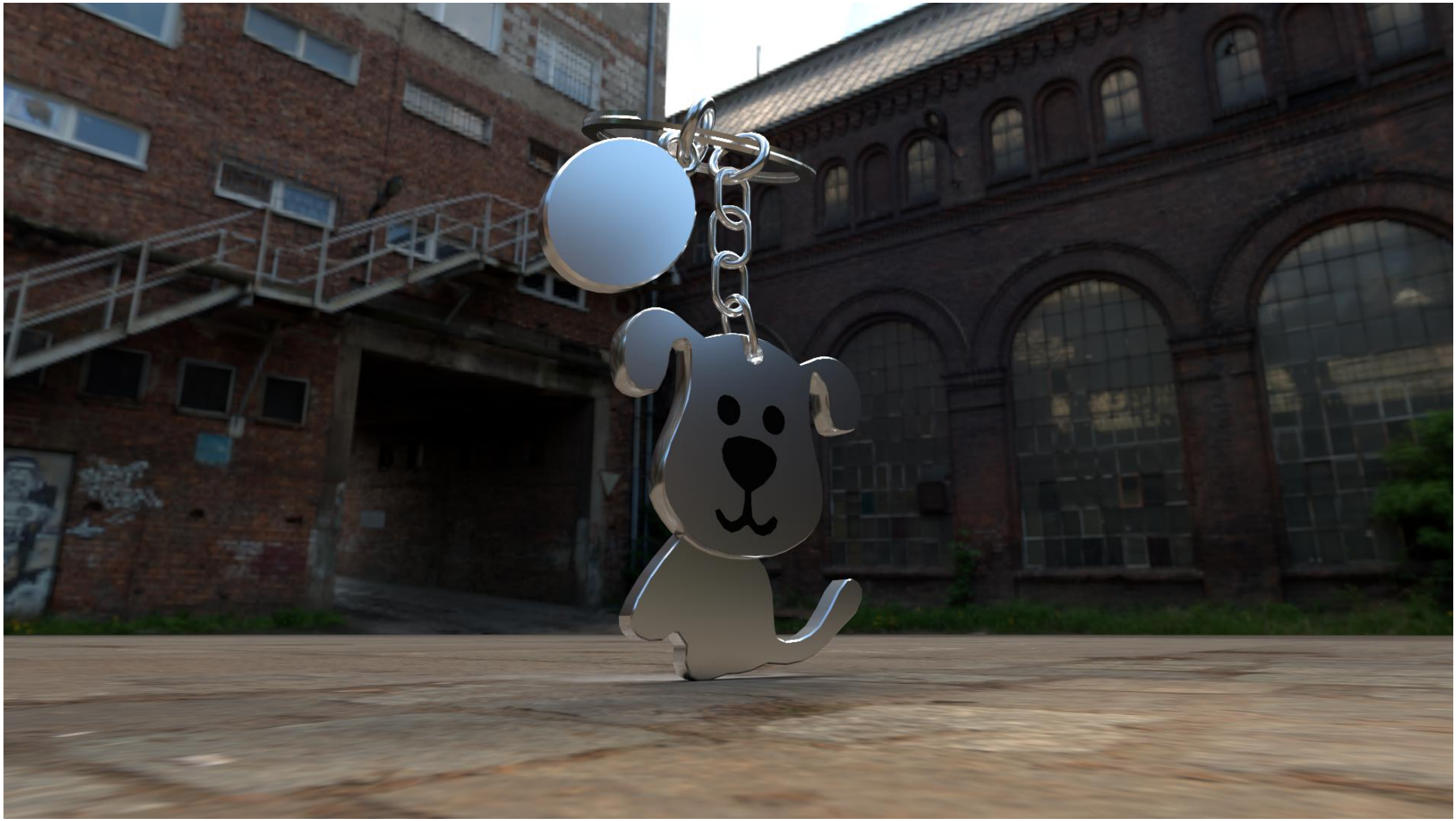
Substance Painter 2018.1.0 - Untitled (Read only)
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
Material Body
Material Chain 1
Material Chain 2
Material Head Black
Material Head Silver
Material Helix
LAYERS
TEXTURE SET SETTINGS
Aluminium Pure
PROPERTIES - FILL
MATERIAL
color
metal
rough
nrm
height
Material mode
No Resource Selected
Base Color
uniform color
Metallic
uniform color
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials

Substance Painter 2018.1.0 - 2020-01-14 Keychain - Iray
File Edit Mode Window Viewport Plugins Help
Painting F9
Rendering (Iray) F10
Rendering (Iray)
Material
TEXTURE SET LIST
Solo All Settings
Material Body Main shader
Material Chain 1 Main shader
Material Chain 2 Main shader
Material Head Black Main shader
Material Head Silver Main shader
Material Helix Main shader
LAYERS TEXTURE SET SETTINGS
Base Color
Aluminium Pure Norm 100
PROPERTIES - FILL
FILL
Projection UV projection
Filtering Bilinear | HQ
Tiling Repeat
UV Scale
UV Offset
UV Rotation
Hardness
MATERIAL
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials
Aluminium ... Aluminium ... Artificial Lea... Baked Light... Brass Pure Carbon Fiber Coated Metal Cobalt Pure Concrete B... Concrete Cl... Concrete D... Concrete Si... Concrete S...
Copper Pure Fabric Bam... Fabric Base... Fabric Deni... Fabric Knitt... Fabric Rough Fabric Rou... Fabric Soft ... Fabric Suit ... Gold Pure Ground Gra... Iron Brushed Iron Chain...
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...

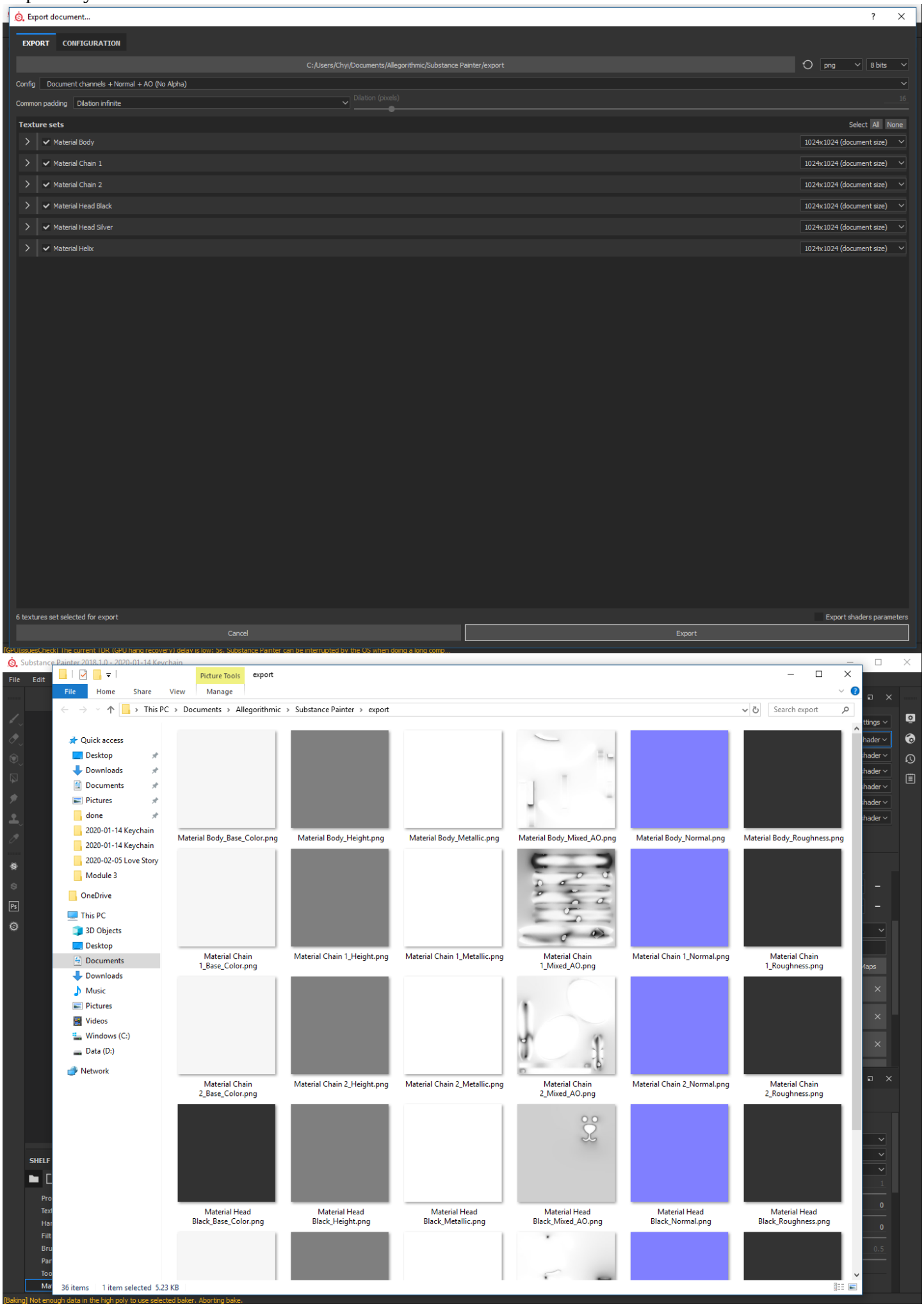

Substance Painter 2018.1.0 - 2020-01-14 Keychain - Iray
File Edit Mode Window Viewport Plugins Help
RENDERER SETTINGS
Iray Info
Status: Done
Resolution: 1070x921
Scene size: X=46.66, Y=80.16, Z=32.91
Iterations: 99/1000
Rendering time: 00:00:10/00:00:10
Pause Iray rendering
Min Samples 5 Max Samples 1000
Max Time 10 Seconds
Caustic Sampler Enabled Off
Firefly Filter Enabled On
Override viewport resolution
DISPLAY SETTINGS SHADER SETTINGS
View mode Material
ENVIRONMENT SETTINGS
Environment
Environment Map panorama
Environment Opacity
Environment Exposure (EV) 0
Environment Rotation 310
Environment Blur
Shadows
Shadows
Computation mode Lightweight
Shadows opacity
Dome
Dome Type Sphere with ground
Radius 2004
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...


Substance Painter 2018.1.0 - 2020-01-14 Keychain - Iray
File Edit Mode Window Viewport Plugins Help
RENDERER SETTINGS
Iray Info
Status: Done
Resolution: 1070x921
Scene size: X=46.66, Y=80.16, Z=32.91
Iterations: 1000/1000
Rendering time: 00:01:17/00:06:00
Pause Iray rendering
Min Samples 200
Max Samples 1000
Max Time 6 Minutes
Caustic Sampler Enabled Off
Firefly Filter Enabled On
Override viewport resolution
DISPLAY SETTINGS
SHADER SETTINGS
View mode Material
ENVIRONMENT SETTINGS
Environment
Environment Map Gdansk_shipyard_buildings
Environment Opacity 0
Environment Exposure (EV) 0
Environment Rotation 54
Environment Blur 35
Shadows
Shadows
Computation mode Lightweight
Shadows opacity 100
Dome
Dome Type Sphere with ground
Radius 2004
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...

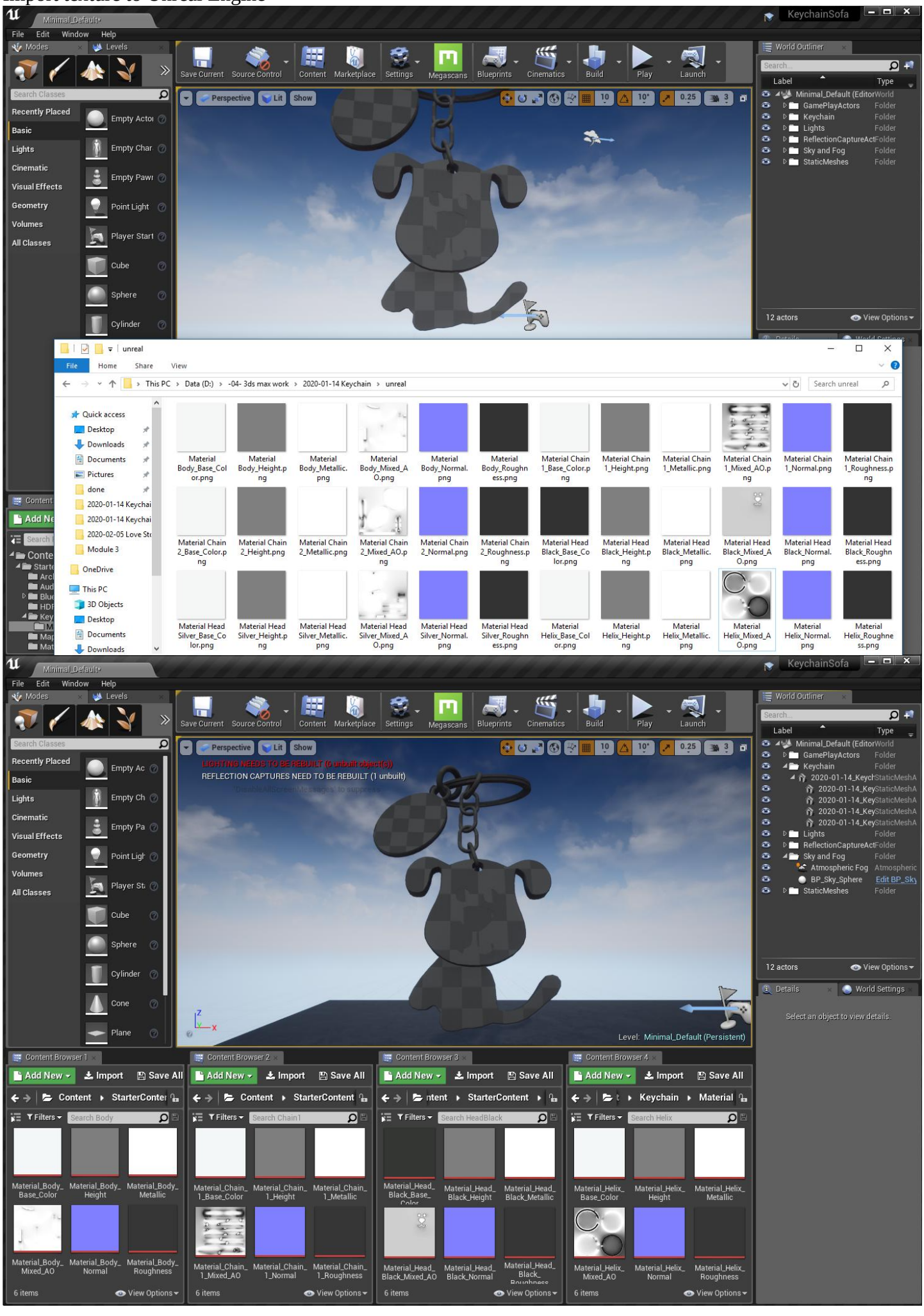

Substance Painter 2018.1.0 - 2020-01-14 Keychain - Iray
File Edit Mode Window Viewport Plugins Help
RENDERER SETTINGS
Resolution: 1920x1080
Scene size: X=46.66, Y=80.16, Z=32.91
Iterations: 1000/1000
Rendering time: 00:03:05/00:17:00
Pause Iray rendering
Min Samples 200
Max Samples 1000
Max Time 17 Minutes
Caustic Sampler Enabled On
Firefly Filter Enabled Off
Override viewport resolution
Width 1920 Height 1080
Save render...
Share...
DISPLAY SETTINGS
SHADER SETTINGS
View mode Material
Export Iray render
This PC › Desktop
Search Desktop
Organize New folder
Downloads
Documents
Pictures
done
2020-01-14 Keyc
2020-02-05 Love
2020-02-06 Phot
Module 3
OneDrive
This PC
File name: 2020-01-14 Keychain.bmp
Save as type: BMP (*.bmp)
Hide Folders
Save
Cancel
Iray paused.
Radius 2004
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...



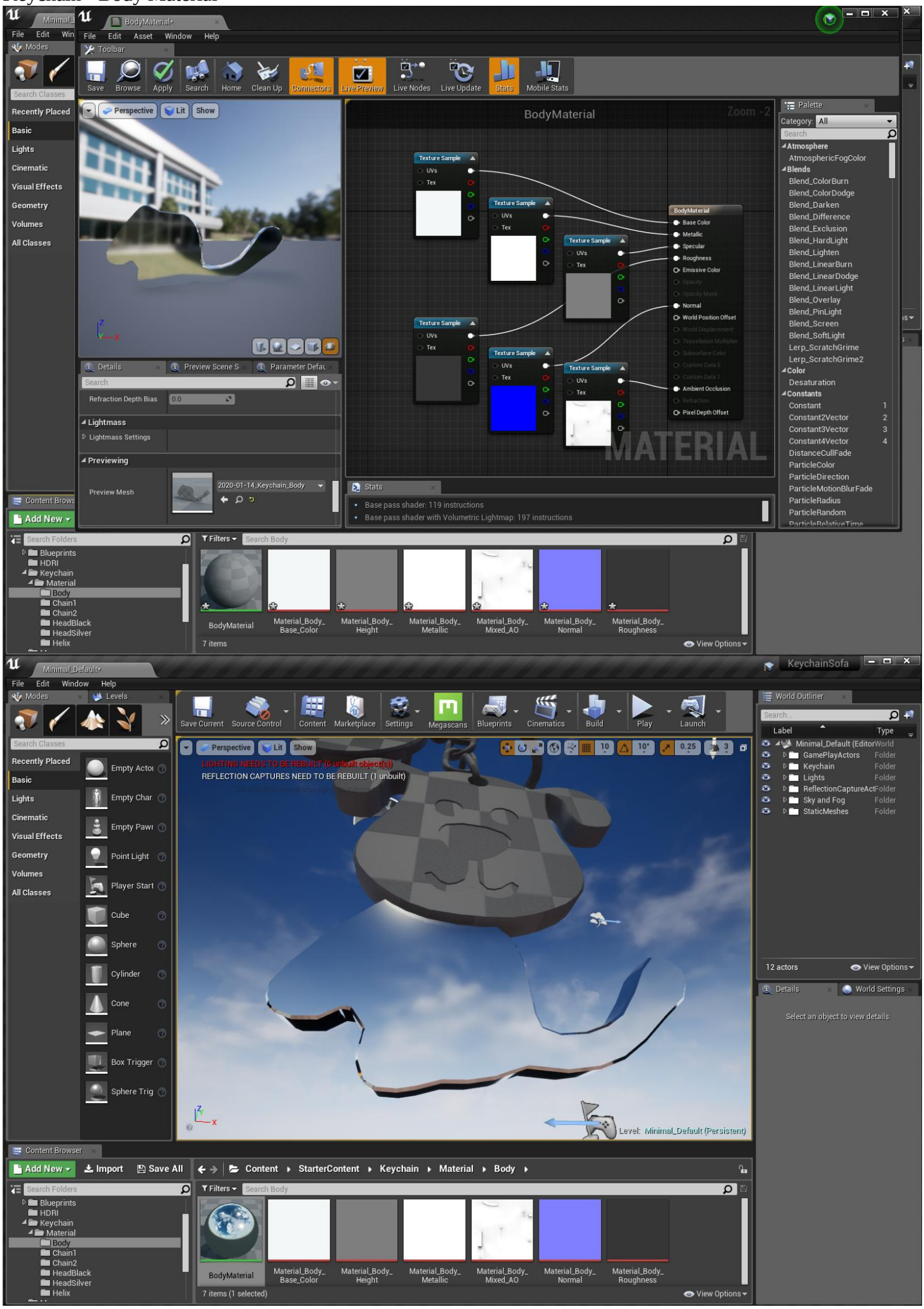
Export keychain texture



Import texture to Unreal Engine

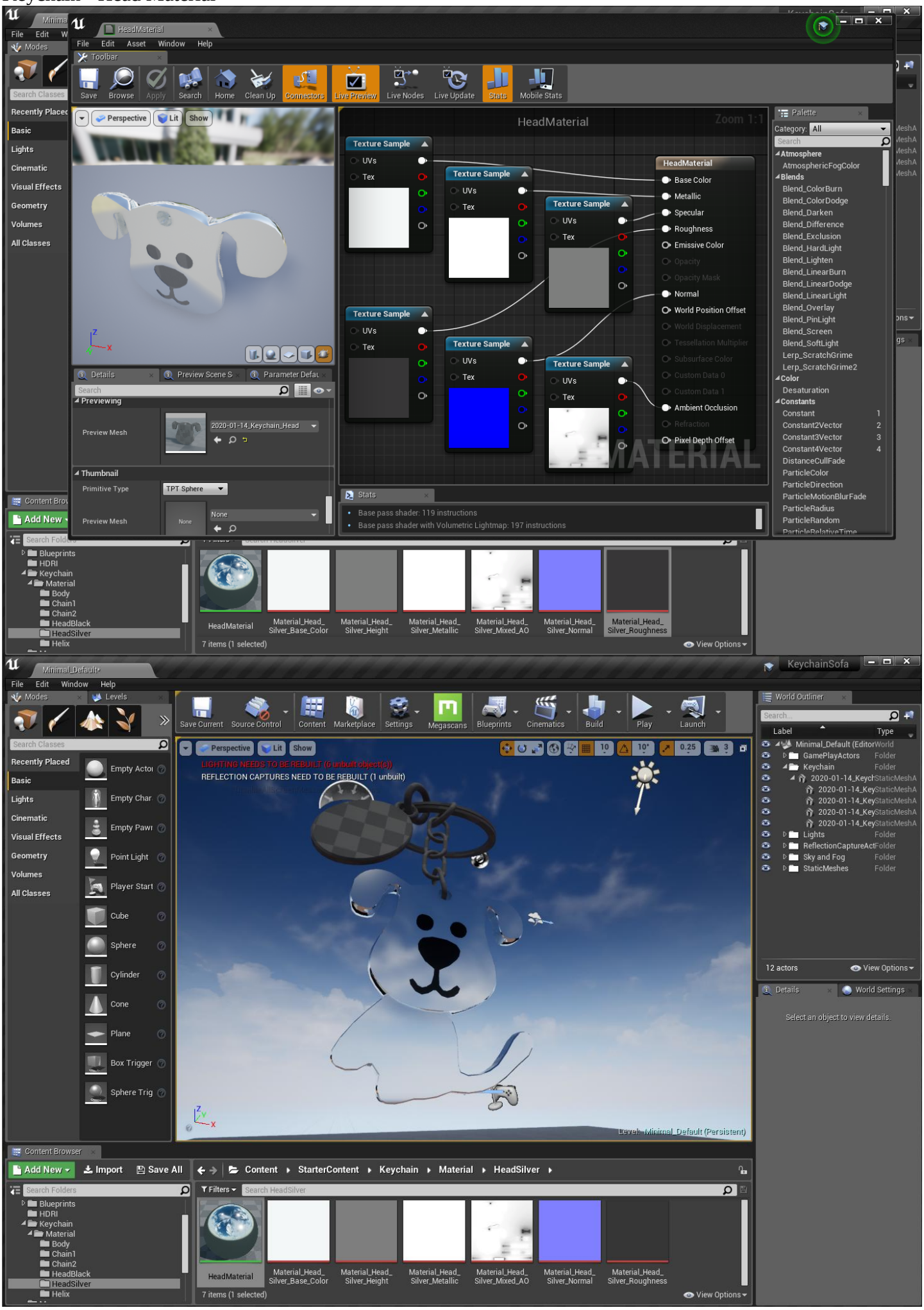


Keychain - Body Material



Keychain - Black Material

Keychain - Head Material



Keychain - Chain 1 Material

Keychain - Chain 2 Material

Keychain - Helix Material